

Nintendo®

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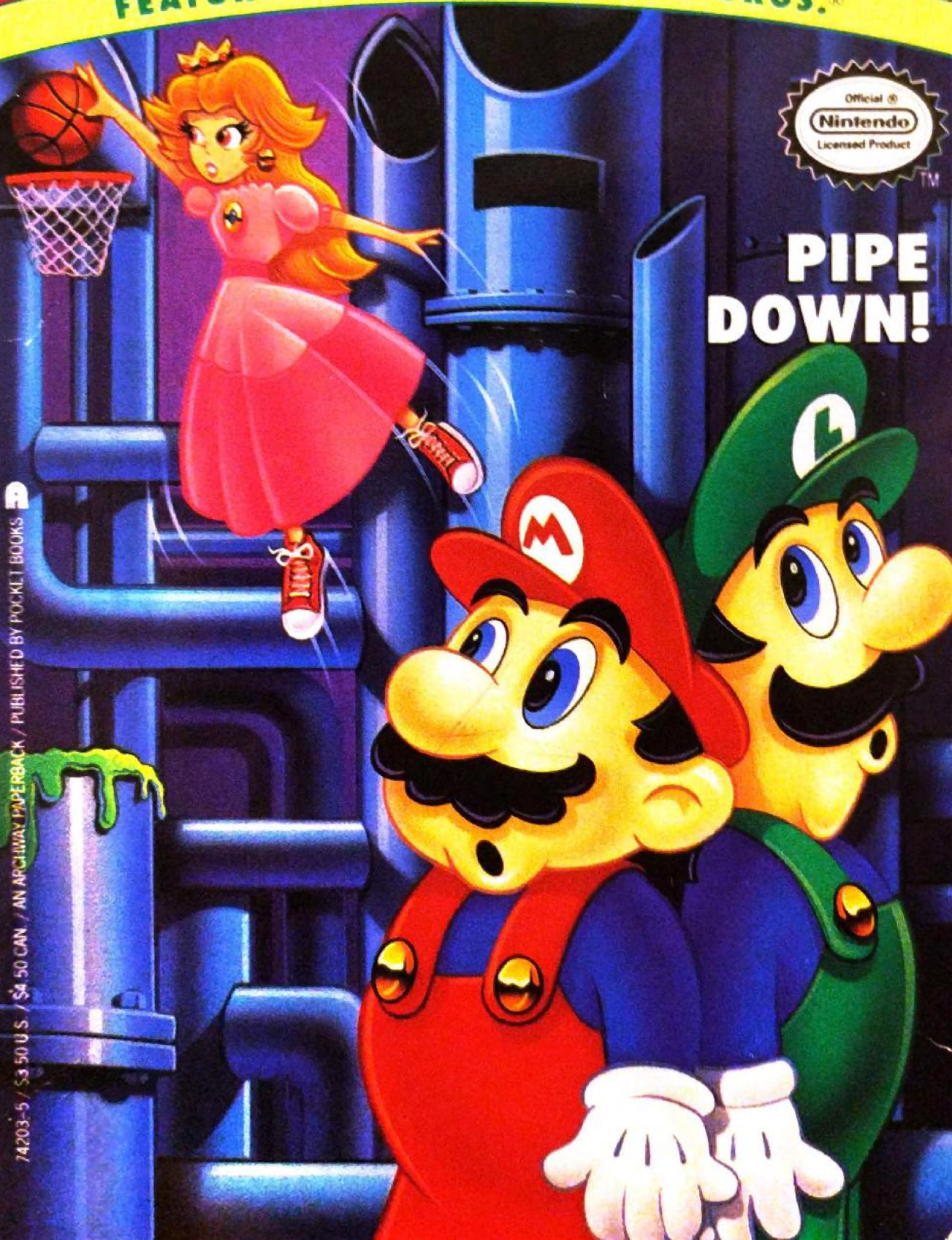
ADVENTURE BOOKS

FEATURING THE SUPER MARIO BROS.®



PIPE
DOWN!

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Princess In Peril

The Mario Bros. dash up. Leaning against a rock, tired, confused, bedraggled, is Princess Toadstool. The sinister music has stopped playing—for now.

“I’ve tried and tried, but these magic sneakers won’t come off!” wails the princess.

Suddenly, the music begins to play once more. Before she can say another word, the spell seizes her again. She grabs her basketball and begins to dribble away.

“Stop her!” cries Mario. He and Luigi race after Princess Toadstool.

Finally, Luigi is within arms’ reach of her Highness. Just as he reaches out to grab her, though, she drops straight down into a large opening in the desert sand.

Luigi is moving too fast to stop, so he jumps right over the hole—into an even larger one.

“Aaaaauugh!” he wails as he plummets into darkness.

What will happen to Mario, Luigi and Princess Toadstool now? It’s up to you to make the decisions that will get them past the pitfalls of this adventure!

Dear Game Player:

You are about to guide us through a great adventure. As you read this book, you will help us decide where to go and what to do. Whether we succeed or fail is up to you.

At the end of every chapter, you will make choices that determine what happens next. Special puzzles will help you decide what we should do—if you can solve them. The chapters in this book are in a special order. Sometimes you must go backward in order to go forward, if you know what we mean.

Along the way, you'll find many different items to help us with our quest. When you read that we have found something, such as a pair of wading boots, you'll see a box like the one below:

***** The Mario Bros. now have the wading boots. *****

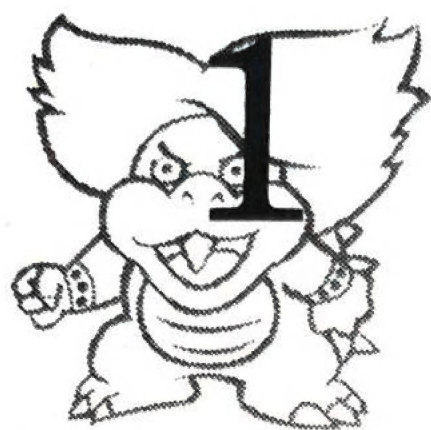
Turn to page 79.

Use page 121 to keep track of the things you collect and to keep score.

Good luck!

Driplessly yours,

The Mario Bros.



“It’s a shoe polisher!” Princess Toadstool shouts gleefully. Of the sixty-seven presents she’s received so far, this is the first one that isn’t a pair of shoes.

All of her friends have come to celebrate the ninety-ninth birthday (in fungus years) of the heir to the throne of the Mushroom Kingdom. Toad, the royal mushroom retainer, has decorated the great hall of the royal palace with glittery ribbons and plastic palm trees. Wooster, the chief mushroom assistant, has made sure the palace floors are more spotless than ever, and has baked a huge chocolate cake. All the great fungus nobles have descended from their mountain bungalows to join in the festival. And, of course, Princess Toadstool would never throw a party without inviting her two dear friends, those fearless defenders of the Mushroom Kingdom—The Mario Bros.

"Gee, big brother," whispers Luigi, wiping a glob of chocolate frosting from his bushy, black mustache, "I hope the princess unwraps my present soon."

"What did you get her?" Mario asks.

"Some shoes," answers Luigi.

"Me too," says Mario.

So far, Princess Toadstool's ninety-ninth birthday party has gone off without a hitch. That's why Mario and Luigi aren't able to enjoy themselves completely. In the history of the Mushroom Kingdom, no one has ever thrown a party that the evil Koopa clan hasn't tried to wreck.

"Keep on your toes," Mario whispers to the younger, skinnier plumber. "Those terrorist turtles are bound to crash this party sooner or later."

"Yeah, well, keep off my toes!" snaps Luigi. "You're stepping on my foot, fatso." He pushes his brother to one side.

Both plumbers are ready for action. Mario has brought his lucky penny along with him, and is armed with his strongest plunger. Luigi has also brought a plunger, some waterproof matches and a monkey wrench.

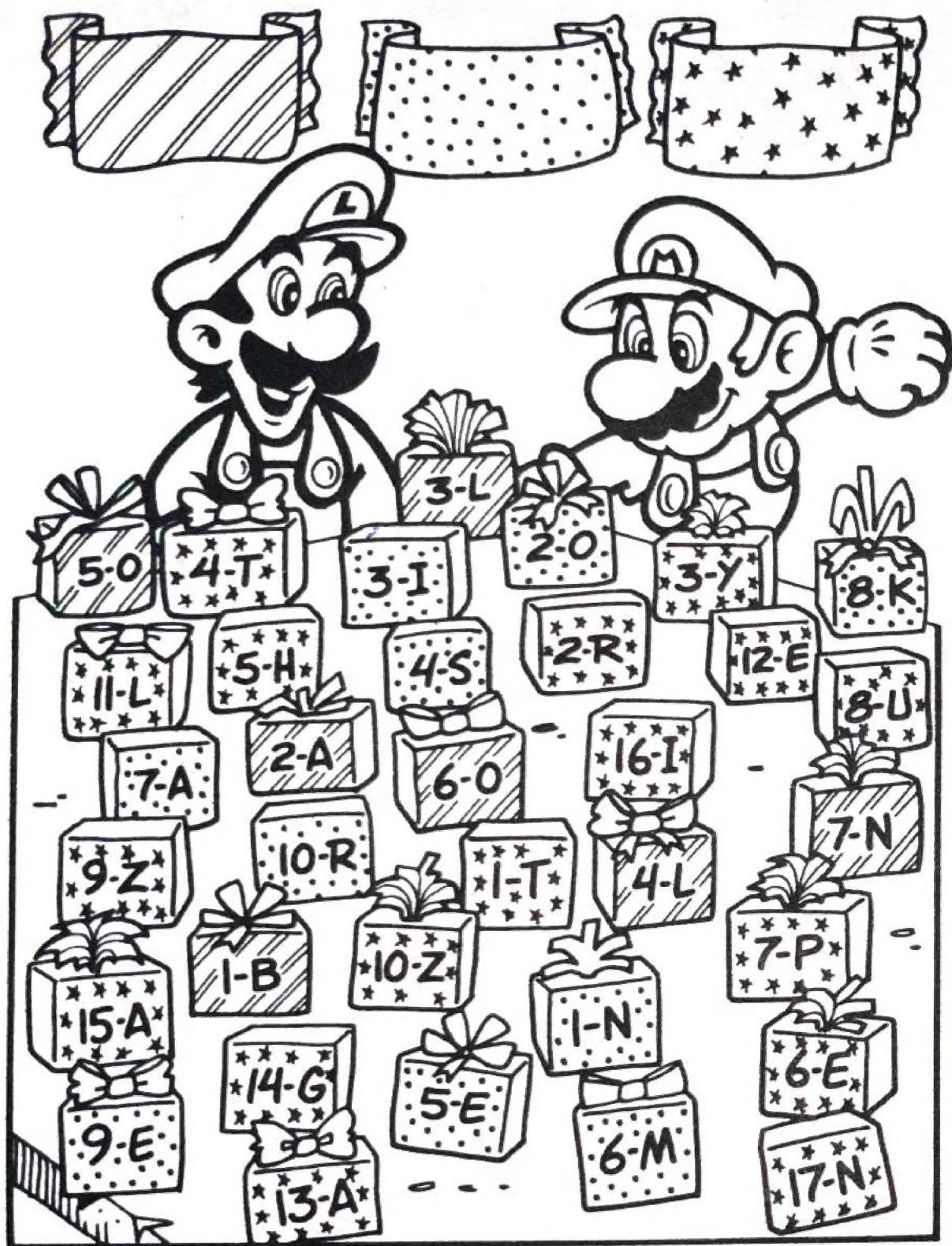
Just then, several mushroom servants make their way through the crowded hall. One is

handing out small bags of shiny coins. Another is carrying trays of balloons, noisemakers, fishing nets and other party favors.

“Grab one of those toys!” Luigi advises as he pockets a small bag of coins. “We might have to catch a Koopa, or make some noise.”

Solve the puzzle on the next page to find out which party favor Mario grabs:

- Choose one of the three wrapping paper patterns. Circle all of the numbered boxes that are decorated with that pattern. Then arrange the boxes in numerical order. The letters will spell out the item that the plumbers will have to help them on this adventure.



The Mario Bros. collect that item.

The Mario Bros. collect 10 coins.

Turn to page 50.



Mario and Luigi plod onward for at least twenty minutes, but there's no way to tell how far they've gone or in which direction. Then the tunnel comes to a dead end.

"That's just swell," grumbles Luigi as the light begins to flicker and fade. "And I just used my last match."

"Wait a minute," says Mario. He points to a tiny stream of light shining down from over his head. "We must be just below the surface."

The two plumbers begin to scrape and claw at the tunnel ceiling. Within seconds, they cut a plumber-sized hole to the surface.

"Yuck," says Luigi, as he pulls himself out and wipes the dirt from his hair and mustache.

"Hey, look where we are," Mario exclaims.

Mario and Luigi are back in the Mushroom Kingdom, only a few hundred yards from the border of the Koopahari Desert. Princess Toadstool is long gone.

“Let’s go find those boots!” commands Mario.

The two dirty, dusty plumbers stomp back
along the brick road to the palace.

Turn to page 112.





At last the plumbers turn a corner and enter a square chamber with three large pipes sticking out of the floor. The music becomes louder.

“Now we’re getting somewhere,” says Luigi. He starts to climb into the center pipe.

“Wait!” cries Mario. “Remember rule number one at the plumbing academy? ‘Look before you leak.’”

Luigi rolls his eyes and leans his elbows on the rim of the pipe. “Well, I’m positive the music is coming from one of these tubes,” he says.

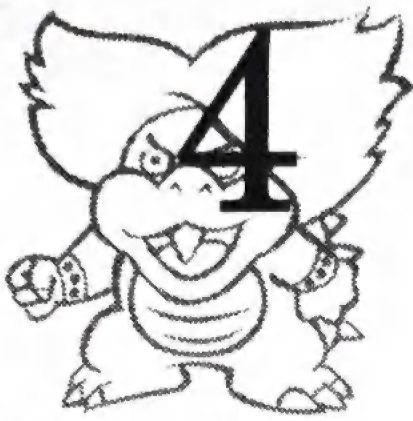
“Right.” Mario nods wisely. “But which one?”

If Luigi has the basketball, turn to page 108.

If you think the plumbers should climb into the pipe on the left, turn to page 100.

If you think they should climb into the center pipe, turn to page 92.

If you think they should climb into the pipe on the right, turn to page 39.



Magically, the two steel-toed army boots come to life.

“All right!” Mario shouts excitedly.

Stomp! Stomp! Stomp! The boots march in a complete circle around the plumbers.

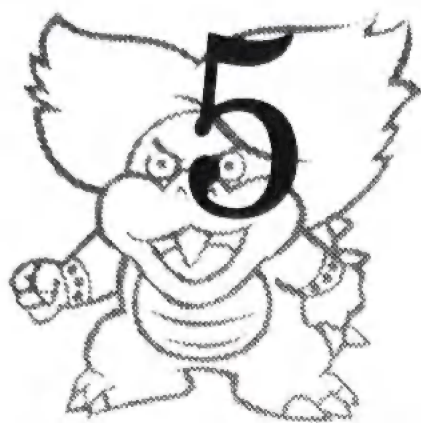
Then they click their heels together once and stand at attention.

“Is that it?” asks Luigi.

“Oh no!” shouts Princess Toadstool from center stage. “Those boots belonged to my aunt, Duchess Puffball. She was the only person ever to be kicked out of the Mushroom Kingdom for snoring too loudly. I wanted you to bring my cowboy boots!”

“Uh-oh,” says Mario, as the scratchy music of the Piranha quartet grows even louder.

Turn to page 42.



Mario grabs the lever with the tiny flower on the handle and pulls it downward. Immediately, a metal panel flaps open on the elevator wall, displaying three large, spinning dials.

Crown . . . crown . . . crown! Three tiny drawings of the Mushroom King's onion-shaped royal headgear slide into place. A blinking yellow light starts to flash the words "YOU WIN!" Then a flurry of shiny coins pours out from a slot in the wall.

A blue Starman, shimmering with the power of invincibility, slides out from a different opening. Finally, a small, yellow slip of paper drops out from the opening. Mario picks it up.

"It says, 'Now, pull another lever,'" he reads.

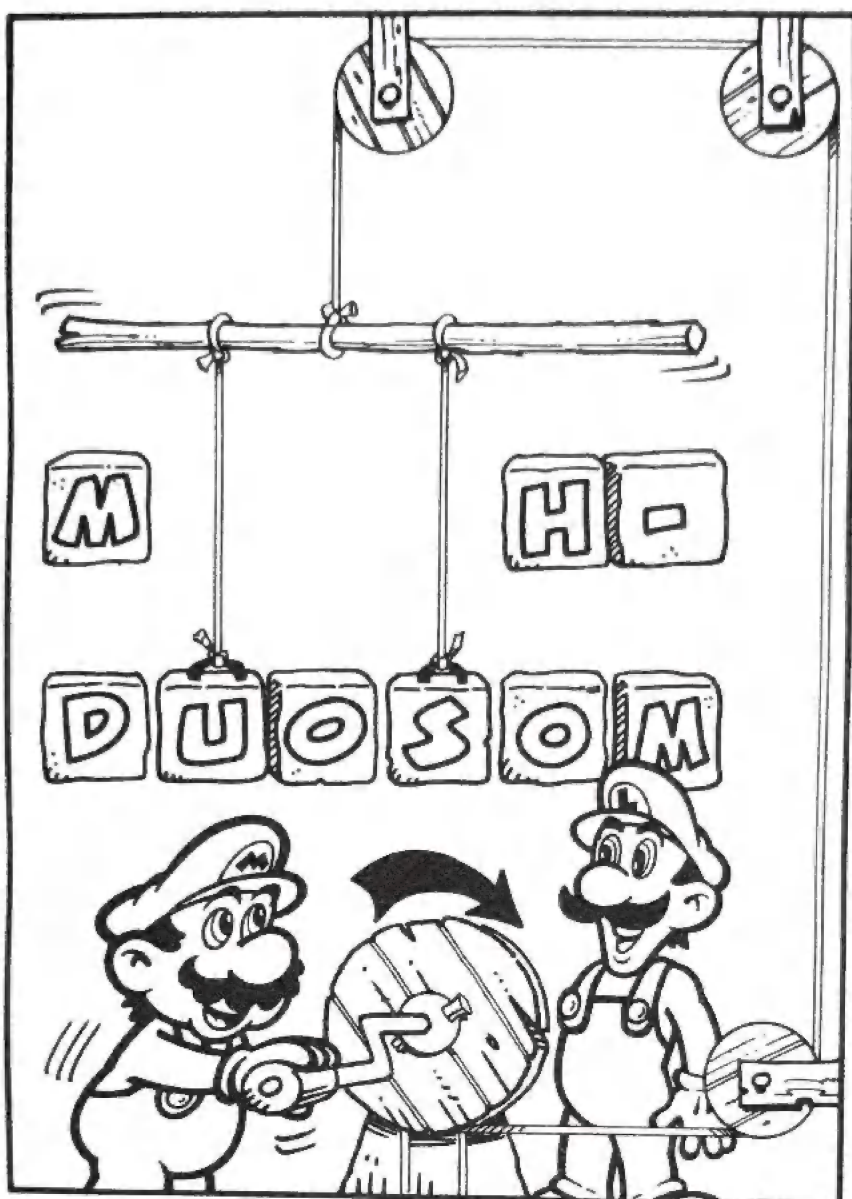
"Let me try! Let me try!" Luigi begs, jumping up and down.

"Be my guest," says Mario as he gathers up the coins and the Starman. He tucks them all into the pocket of his overalls.

Eagerly, Luigi reaches out to grab one of the two remaining levers.

Solve the puzzle on the opposite page for a clue about which lever he should pull:

- When Mario turns the handle, some of the letters will rise into new positions and others will drop. Then the letters will spell a message that will help you decide which lever to choose in the elevator.



If you think Luigi should pull the lever with the mushroom on it, turn to page 33.

If you think he should pull the lever with the star, turn to page 73.

*****The plumbers collect 100 coins and they now have the Starman.*****



“**M**ake like an egg . . . and scramble!” shouts Mario.

In a flash he runs up the hard, orange surface of the Clawgrip’s face and dives over the terrible creature. When the monster turns to follow, Luigi dives through its six spiny legs and joins his brother in a mad dash down the hall.

Behind them, the Clawgrip hefts its enormous bulk and scuttles down the hallway.

“Any bright ideas?” asks Luigi, as the gargantuan crab gains on the plumbers.

“Throw it some coins!” shouts Mario.

“Where could it spend them?” asks Luigi.

“Aahhhhh!” screams Mario as the monster’s giant pincers close in on them.

If the plumbers have 5 or more coins and you think they should give some away, turn to page 54.

If the plumbers have fewer than 5 coins or you don’t think they should toss any, turn to page 17.



“Make a fast break, Luigi!” Mario cries.
“We’re losing her!”

The plumbers resume their mad dash after Princess Toadstool, past the end of the brick road, over a hill, through a field of snapping Piranha plants and onto the hot, dry, sandy plain of the Koopahari Desert.

“I think we’re catching up,” pants Luigi, shielding his eyes from a flurry of yellow dust.

“Just keep going, little brother,” Mario calls, “and be on the lookout for—”

Bap! A small red bird wearing a white mask smacks into Mario’s head. The plumber is stunned for a moment, but he is unhurt. Then two more birds bounce past his head.

“Tweeter birds!” shouts Luigi. He ducks to avoid several of the hopping pests.

When he looks up again, the plumber can see that Princess Toadstool has moved even further ahead of them. And the open plain

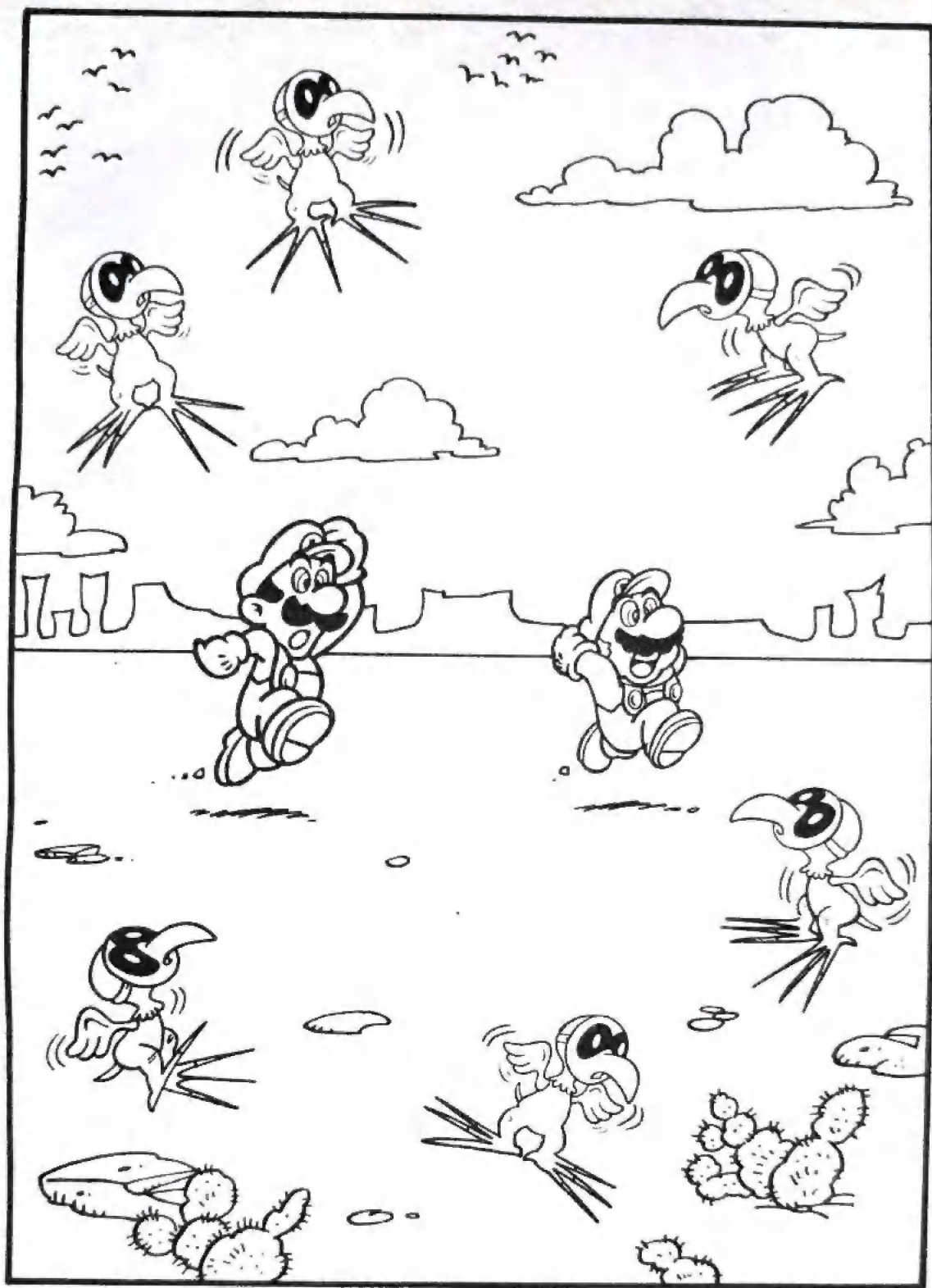
between the plumbers and the princess is now filled with Tweeters.

“Batten down the hatches,” says Mario. “Let’s try to get through this without too many scratches!”

Carefully, the plumbers make their way into the field of bouncing, twittering, flightless birds.

Solve this puzzle to see whether the plumbers make it through the field of Tweeters:

- Choose any four Tweeter birds. Circle them. Then use a ruler and draw a straight line out from every toe on each of those Tweeters’ feet. The lines should continue until they reach the end of the page.



**If any of the lines touch Mario or Luigi,
turn to page 65.**

**If none of the lines touch either plumber,
turn to page 115.**



With a crunch, Ludwig cracks his scaly knuckles. Then he sits down in front of the organ. “Five, six, seven, eight!” he shouts, and begins to play.

Mario and Luigi begin to hop and twirl along with the music.

“How embarrassing,” grumbles Mario as he leads his brother in a pas de deux.

**If the plumbers have the Starman,
turn to page 84.**

If they do not have the Starman, turn to page 32.



PINCH!

GAME OVER!



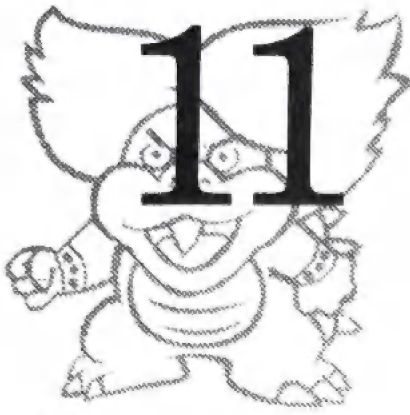
“Oh, no you don’t!” shouts Ludwig as the plumbers draw near. He reaches to one side and grabs a bagpipe from the floor.

Honk! Honk! Honk! The bagpipe bleats as the giant turtle uses it to bash Mario and Luigi over and over again.

“It’s no use,” says Mario, backing away.

“I’ve always hated bagpipes,” Luigi says, also retreating. “Now I know why.”

Turn to page 38.



“Let’s move!” Mario shouts.

The princess and the plumbers race to the far side of the room.

Mario gazes up at the tall pipes of the organ.

“We certainly can’t get out the way we came in,” he says.

“You guys! This way!” Luigi calls, pointing to the wooden doorway kicked open by the boots.

As fast as they can, the trio dashes into the opening by the organ, and races through a long hallway. They wind through tunnel after tunnel, weaving left and right.

“Do you two know where we’re going?” asks the princess.

“Not really,” the plumbers answer at the same time.

Soon they round a corner. “Oh, no!” groans Princess Toadstool. They’ve stumbled right back into Ludwig’s music chamber!

The giant turtle blocks the door with a piano.

“Now I’ve got you!” he croaks, pushing back a tuft of his wavy, greenish-black hair.

Solve the puzzle on the opposite page for a clue to what the plumbers and the princess should do next:

- Study the top picture of rotten Ludwig von Koopa. Then try to complete the picture of him below. If you draw his outline correctly, the letters outside his body will spell out some advice.



If you think the three heroes should charge toward Ludwig von Koopa, turn to page 66.

If you think they should run away, turn to page 24.



Click . . . click . . . clack. Delicately, Luigi twists the last of the dials into place.

“No applause necessary, folks!” he says with fake modesty. He pulls off the enormous lock and tosses it carelessly to the chamber floor. Instantly, the heavy steel door swings open.

Kuh-RASH!

A stream of bowling balls thunders out of the doorway. Dancing and twisting, Mario and Luigi barely avoid becoming plumber pancakes.

“Oof!” grunts Luigi, as a thirteen-pound ball slams him in the belly. He crumples to the floor.

After about thirty seconds, the rumbling stream of bowling balls subsides. Miraculously, the plumbers are unhurt. But unfortunately, everything that they were carrying—including their money—has been crushed.

Mario helps his brother to stand up. Then he points to a small sign above the open metal door: WARNING: THIS ROOM CONTAINS PRINCESS TOAD-

STOOL'S BOWLING BALL COLLECTION. THE ENTRANCE
TO THE SHOE VAULT IS TWO DOORS TO THE LEFT.

"I hate bowling," mutters Luigi.

*****If the plumbers had the basketball, balloon
or noisemaker, they are all gone.*****

*****The plumbers lose all their coins.*****

Turn to page 34.



Mario, Luigi and Princess Toadstool try to run from the demented turtle, but Ludwig backs them into a corner. They have nowhere to go.

“You two are supposed to be heroes. Do something!” shouts the princess.

Both brothers scan the area quickly. Unfortunately, they see nothing that looks like it might be a useful weapon. The only things within their reach are some old inner tubes and a juke box.

“Wanna try this?” asks Luigi, plugging in the pink neon music machine.

“Why not?” says Mario, throwing up his hands. “What have we got to lose?”

Silently, the princess points to a small card on the front of the jukebox. It says, PLEASE DEPOSIT 50 COINS.

“Fifty?!” screams Luigi. “That’s highway robbery!”

But this is no time to quibble. Ludwig von Koopa closes in on the defenseless trio.

**If the plumbers have 50 coins or more,
turn to page 82.**

**If they have fewer than 50 coins,
turn to page 38.**





Luigi carefully lifts the small glass box containing the cowboy boots and examines it. A round sticker on the bottom of the box says, IN CASE OF EMERGENCY, BREAK GLASS.

“These must be what the princess wanted us to find,” he says.

“And, if ever there was an emergency, this is it,” Mario adds, reading over his shoulder.

The plumbers are just about to break open the box, when they hear the strange music playing softly once again.

“Now it’s coming from that air vent!” says Luigi, pointing to a large square grate above one of the shelves.

“Hand me the shoe box,” Mario commands. “We’ll open it later. Let’s find the princess first.”

Knocking aside a pair of deep-sea galoshes and some silvery astronaut boots, the plumbers climb to the top of the shelf. They pry back the flimsy metal grate and prepare to crawl into the

darkness, following the odd, haunting melody.

*****The plumbers now have the
cowboy boots.*****

Turn to page 62.





Mario and Luigi slide down the cold metal pipe, rapidly gaining speed.

“Slow down!” Luigi calls.

“I can’t!” shouts Mario.

The two plumbers zoom down to the bottom of the pipe and crash into a giant mound of crumpled paper balls.

“Boy! It’s a good thing this stuff was here to break our fall,” says Mario. “But what is it?”

“It looks like sheet music,” says Luigi, crawling out from the mountain of paper.

“Get out of there!” a deep, scratchy voice bellows suddenly. “You’re standing on my fourth symphony!”

Mario and Luigi look up—and freeze with terror.

A few feet away, perched upon a high stool, is Ludwig von Koopa. He’s the oldest of the Koopa Kids, the giant turtle brats that terrorize the Mushroom Kingdom under the leadership of their father, Bowser Koopa.

Ludwig looks awful. He is wearing a tuxedo jacket and a white bowtie splotted with orange juice stains. In front of him are several giant rows of organ keys.

“I don’t know how you two got in here,” he growls. “But you’re interrupting my rehearsal.”

About ten yards away, a large stage has been set up in the cavern. On one corner of it, a string quartet of four Piranha plants are trying to scratch out a weak rendition of the organ tune that the plumbers have been following all day.

A basketball court has been crudely drawn in the center of the stage. Still wearing the red high-top sneakers, Princess Toadstool is dancing helplessly underneath a basket.

“Your Highness!” calls Mario.

“Mario!” the princess cries, weakly.

“Quiet!” snaps Ludwig. “She’s working for me now. I couldn’t get anyone to play or listen to my music—not even my Koopa sister and brothers. So I’ve had to do a little, uh, recruiting to gather my performers.”

The giant turtle taps one long, black fingernail against a music stand and clears his throat.

“We will now play for you my latest ballet, Dribbling Beauty, starring Princess Toadstool

as the Prima Slamdunkerina.” He turns toward the four Piranha plant musicians. “Todd, Justin, Scott, Ashby . . . hit it!”

The giant leafy musicians begin to squeeze a swarm of sour notes out of their violins and cellos. Meanwhile, the princess bounces her basketball to and fro.

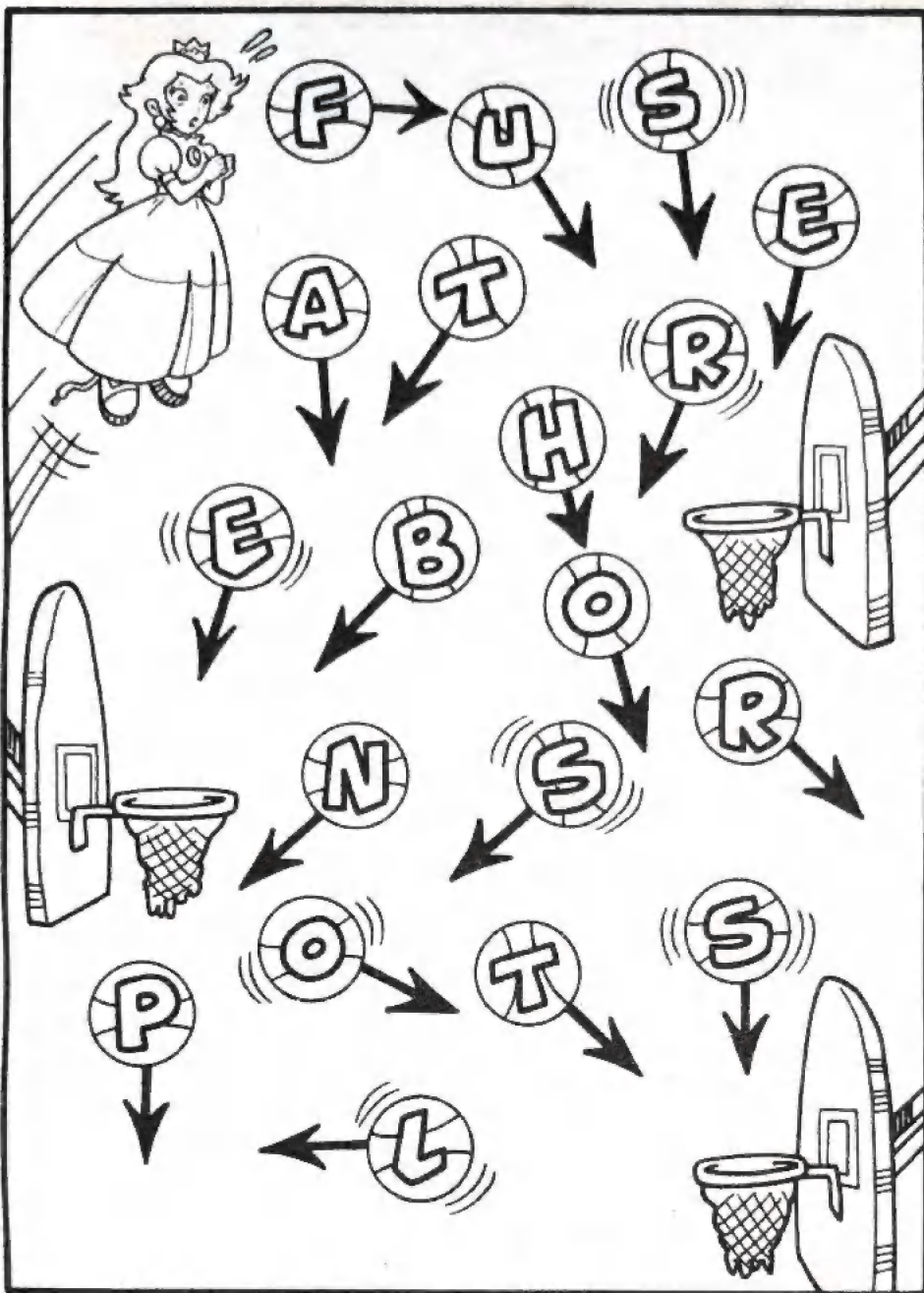
The plumbers stand there, frozen with horror, watching the performance. There is no denying it.

The ballet is terrible!

“What should we do?” whispers Luigi.

Solve this puzzle for a clue:

- Study the picture on the opposite page carefully. Circle all the balls that you think will land in the baskets. The letters on those basketballs spell out what the plumbers should do next.



If you think the plumbers should attack Ludwig von Koopa, turn to page 60.

If the plumbers have a box of boots, and you think they should open the box now, turn to page 120.

If you think the plumbers should wait and watch the rest of the performance, turn to page 42.



“Splendid!” croaks Ludwig. “Once again, double time!”

As the evil turtle picks up the tempo, Mario and Luigi begin to leap and prance across the stage wildly.

“Excellent, excellent.” Ludwig chuckles and pauses momentarily to adjust one of the controls on the organ. “Keep up the good work, and I’ll give you plumbers a week off . . . in about four years!”

GAME OVER!



The plumber pulls down on the mushroom-stenciled lever. Immediately, a panel opens on the wall directly behind him, displaying three spinning dials.

Shyguy . . . Shyguy . . . Shyguy. A small buzzer rings and a tiny, yellow scrap of paper drifts down from the ceiling. Luigi picks it up and reads it.

“You lose,” he reads out loud. “Uh-oh.”

A large trapdoor flaps open above Mario and Luigi’s heads. A great cloud of Shyguys, Koopa Troopa Turtles and Tweeter Birds crash down upon the unlucky plumbers.

Turn to page 65.



Mario steps forward, peering into the gloom. Suddenly, he spies something.

“Hey! This is it!” he shouts, pointing to a small doorway with the words “SHOE VAULT” written above it. He grabs his brother by his green overalls straps and drags Luigi through the doorway before he can cause any more trouble.

The plumbers find themselves in a narrow, dimly-lit corridor. After about ten yards, however, it widens into a broad hall lit by blazing torches every few feet.

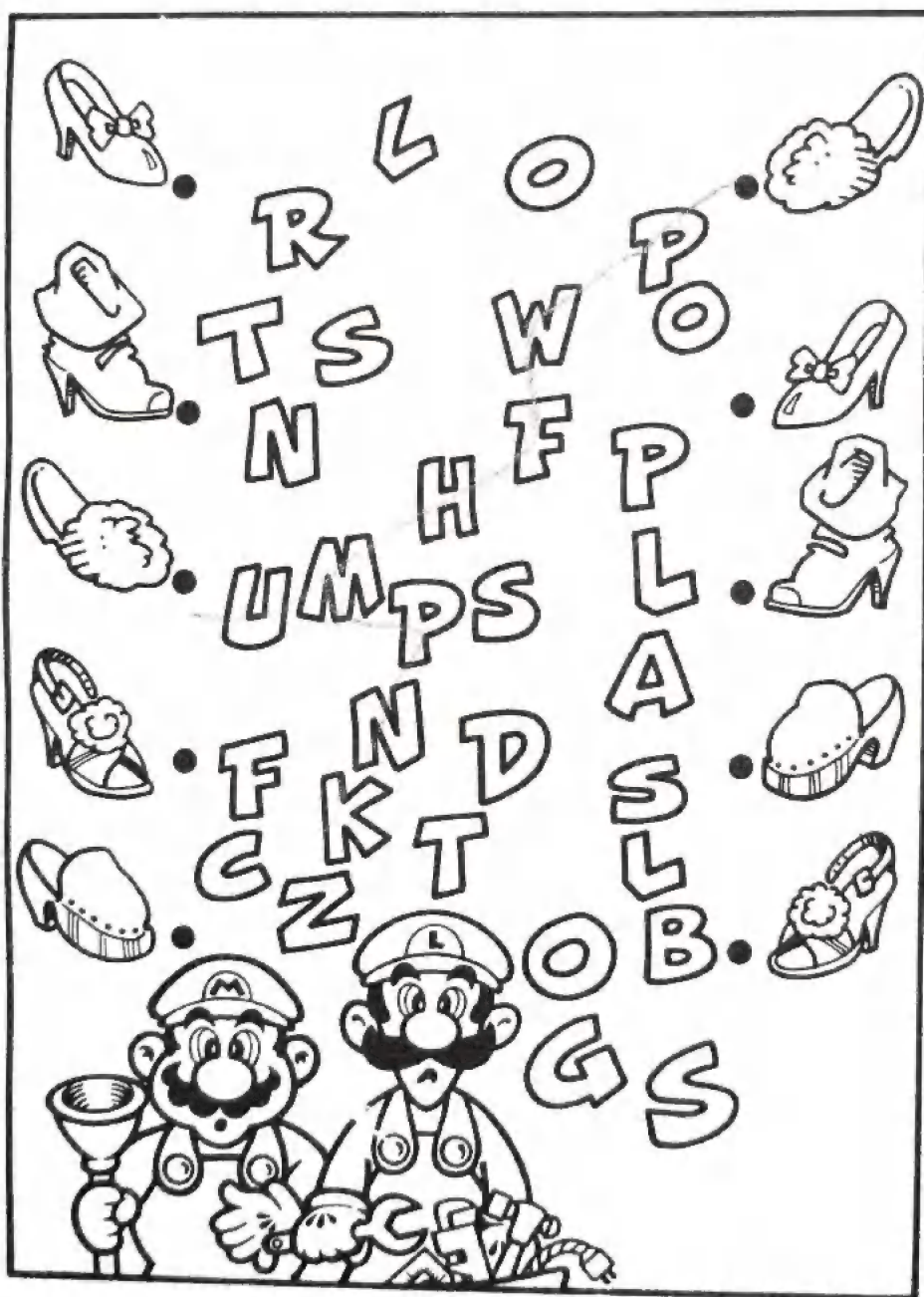
“Look,” says Luigi, pointing to the walls as they pass. They are lined with posters, paintings and photographs of every possible type of shoe.

“Watch your step,” advises Mario. “Who knows what we’ll find down here?”

“I guess it’s time to do a little sole searching,” says Luigi.

Solve this puzzle (just for fun)

- Draw a straight line from every shoe to its mate. Then circle all the letters that are not touching any of the lines. They will spell out the answer to this riddle: Why is Princess Toadstool's shoe vault like Mario and Luigi's job?



Turn to page 103.



The plumbers decide to investigate the room on the left. They pull open the clear glass door and walk into a large, rectangular storeroom. Wall to wall, there is nothing but metal shelving, housing several thousand pairs of boots.

"This must be the place," says Luigi. "Now, just what is it we're looking for?"

"Good question," Mario answers.

Then his gaze falls upon a small pedestal in one corner of the room. Three glass boxes rest upon it. A pink ribbon hanging above the stand says, SPECIAL MAGIC BOOTS, ONE PAIR PER CUSTOMER.

Luigi inspects the boxes. One contains a pair of leather cowboy boots with intricate designs stitched on them. Another contains a set of green rubber wading boots. Still another holds two black army boots with metal toes and thick soles.

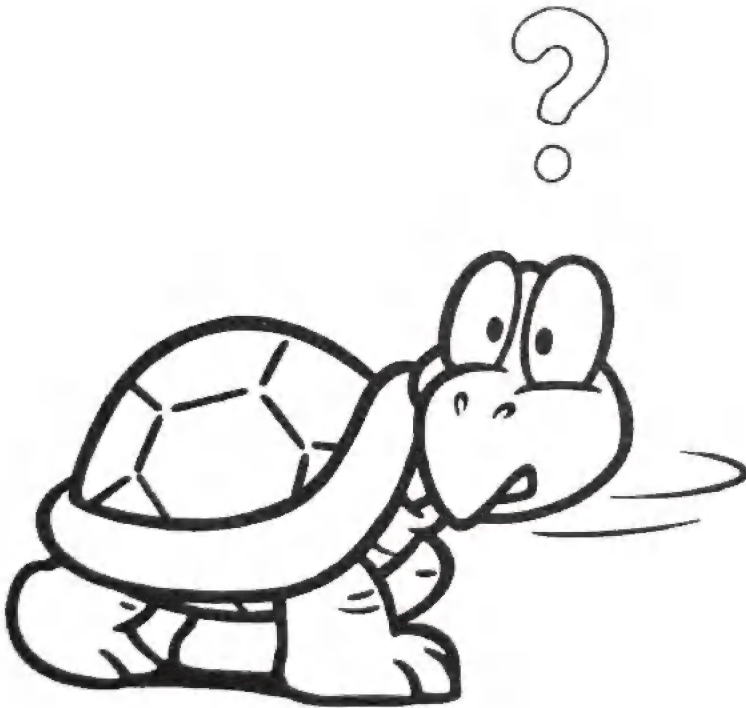
"Hmmmm," Luigi muses. "One of these

could be the answer to all of our troubles. But which one?"

If you think the plumbers should take the cowboy boots, turn to page 26.

If you think the plumbers should take the wading boots, turn to page 106.

If you think the plumbers should take the army boots, turn to page 48.





“**Y**ou’re out of luck, plumbers!” shouts Ludwig. With two great kicks, he knocks Mario and Luigi to the ground. Then he reaches into his jacket pocket, takes out a small harmonica, and begins to play. A mournful melody fills the air.

Slowly, one of the chamber’s floor tiles lifts up. A giant, three-headed snake emerges from the opening, bobbing in rhythm with the sad music.

“It’s Tryclyde!” wails Mario.

Chomp! Chomp! The monster snags both plumbers by the seat of their pants and drags them down into the greasy black hole in the floor that is its lair.

Game Over!



“This one looks very promising,” Mario says. He and Luigi drop into the right-hand pipe.

They find themselves on a long metal catwalk. It leads them through an enormous cavern of pipes that twist about them in every direction. The mysterious music grows louder.

“Look!” Mario shouts, pointing to a cluster of pipes that hang above their heads. Instead of metal, many of these tubes are made of clear glass—and they’re filled with coins!

“Oooohweee!” squeals Luigi. “If we could only get at those pipes! They could pay for a lifetime supply of video games!”

Tantalizingly, the pipes hang just out of reach.

“It’s as if we’re in a giant piggy bank, or something,” Mario comments.

“Hah!” shouts Luigi. “That gives me another great idea.” He pulls out his monkey wrench, jumps as high as he can and smashes a small glass pipe that angles near his head.

Hundreds of shiny coins shower out of the tube and clatter onto the catwalk. Unfortunately, most of them fall through holes in the walkway.

“Help me pick these up,” Luigi orders Mario.

As Mario helps his brother gather the coins that didn’t fall, he notices something strange about several of the metal pipes that are overhead. The mysterious notes aren’t coming through the pipes anymore. The pipes themselves are making the music. Different pipes are ringing with different tones.

“This is a giant pipe organ!” Mario declares. “And all the pipes making the music are leading straight down!”

One of the largest musical pipes is only two feet from the catwalk.

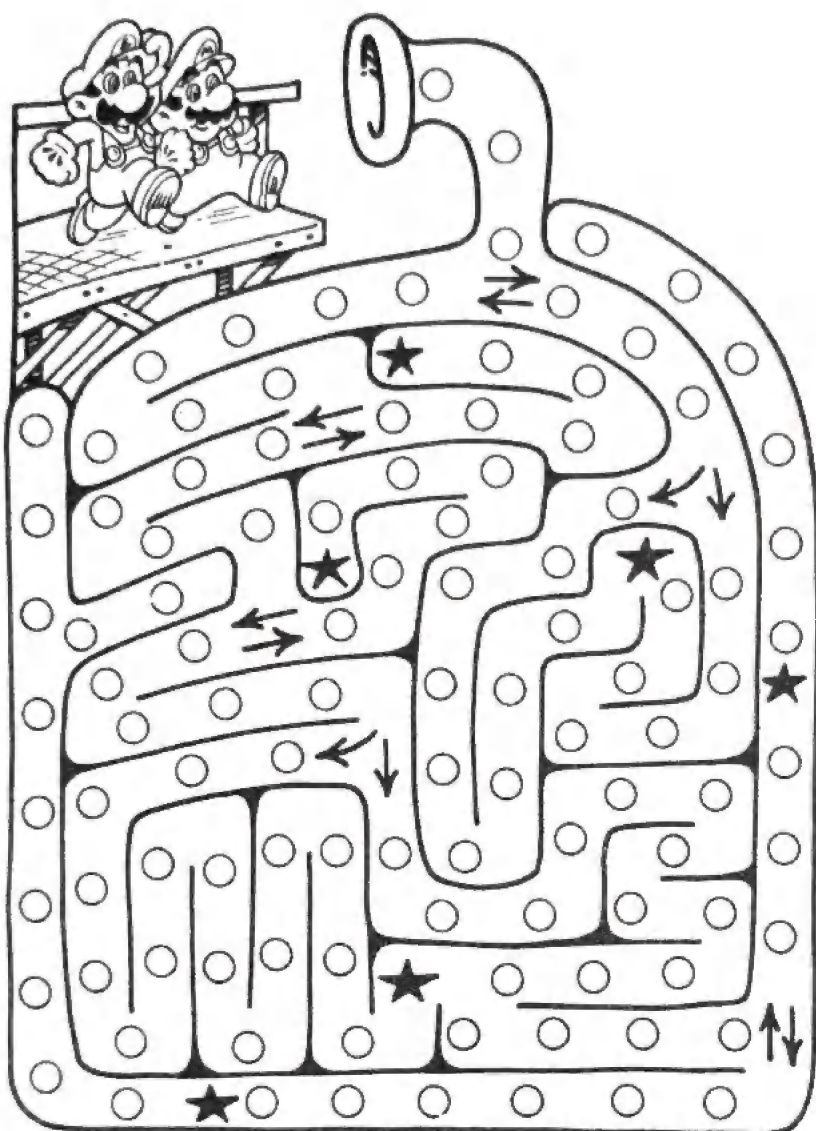
“Follow me!” cries Mario. He jumps from the catwalk, hugs the pipe and slides down toward the floor of the cavern.

“Wait up!” Luigi calls, jumping after him.

Solve this puzzle to find out how many coins the plumbers collect:

- Start at the catwalk and follow the trail. When you reach a set of arrows, choose a direction. When you reach a star, you are done.

Count the number of coins you crossed along the way.



*****The plumbers collect that many coins.*****

**If the plumbers collected fewer than 10 coins,
turn to page 83.**

**If they collected 10 to 50 coins,
turn to page 28.**

**If they collected 51 coins or more,
turn to page 83.**



Ludwig plays a dozen more notes that are about as musical as a grocery cart tumbling down a flight of stairs.

“So!” he barks, turning to face the plumbers. “What do you think of my latest masterpiece?”

“Uh, well . . .” Luigi stutters. “It’s kind of . . . I mean, it’s—”

“He means that it defies description!” Mario interrupts.

“Yeah? Well, that’s not good enough!” Ludwig snarls.

With both hands, he plays a droning chord on the great pipe organ. Instantly, two sandbags drop from the ceiling. They fall on Mario and Luigi, knocking them unconscious.

Some time later, the plumbers awake. “What happened?” asks Mario groggily.

They are now wearing size 13 ballet slippers and have frilly tutus over their plumbers’ overalls. A strange force field keeps them from

moving as they stand upstage from Princess Toadstool.

Helplessly, she trots around the court twice. Then she stands and spins the basketball on her index finger.

Turn to page 55.





Mario and Luigi race after Princess Toadstool. Each time the basketball bounces against the sandy ground, it kicks up a small cloud of yellowish dust. It gets much harder for them to see where they are going, and the dust makes them cough so much that it's very difficult to stay right behind her Highness the hoopster.

Finally, Luigi (the faster of the two plumbers) is within arms' reach of the princess. Just as he reaches out to grab her, though, she drops straight down into a large opening in the sand. Luigi is moving too fast to stop, so he jumps right over the hole—into an even larger one.

"Aaaaauugh!" he wails. He tumbles down into darkness for a few seconds, and lands on his knees in a mound of soft, moist sand.

"That was a pretty smooth landing," he says, standing up and brushing himself off.

Then Mario comes crashing down on top of him.

“Watch where you’re plunging!” shouts Luigi, angrily picking himself up off the sandy ground.

“Oh yeah?” says Mario. “Do you think I liked landing on you? You’re lumpier than Bowser Koopa’s head. And I don’t like this hole you got us into.”

“I got us into?” screeches Luigi. “Why is everything always my fault?”

After standing in total darkness for a few minutes arguing about whose fault everything is, they finally decide it’s all Bowser Koopa’s fault. With that settled, Luigi takes his pack of waterproof matches from his overalls pocket and lights one.

The two plumbers are now standing in a deep, sandy crater. Along the orange-brown walls are three different tunnel openings. There is no sign of the princess, the madly bouncing basketball or the eerie, mysterious music.

“Well, big brother,” says Luigi. “Where to next?”

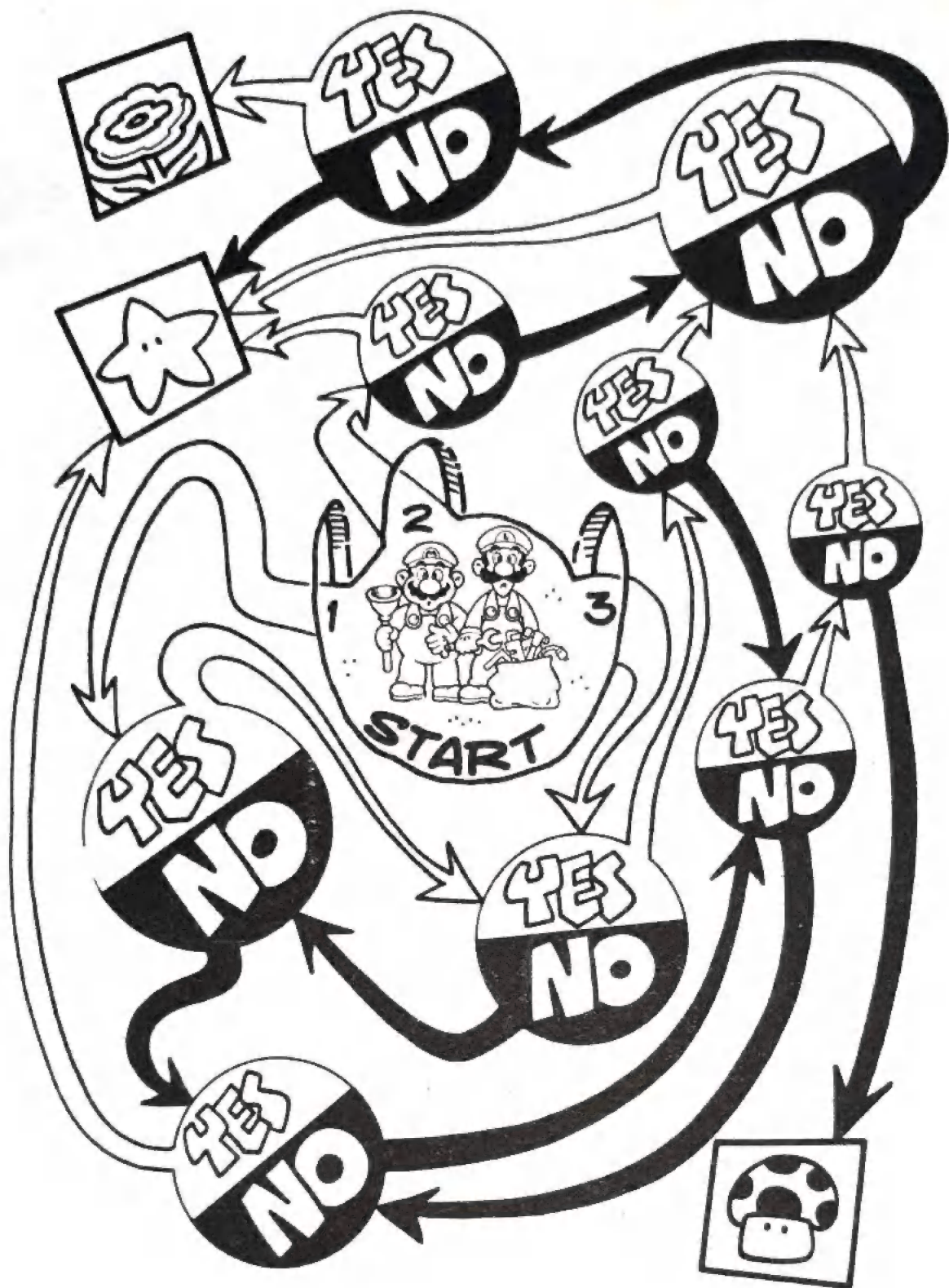
“Your guess is as good as mine,” answers Mario. “I’d flip my lucky penny, but it has only two sides.”

“Let’s try this way, then,” Luigi says as he strikes a second, flickering match.

The two plumbers trudge off into the dim, sandy tunnel.

Solve this puzzle to find out what happens:

- You'll need a penny. Start in the center space and follow any of the three arrows. Whenever you reach a circle, use the penny to check if the circle is exactly the same size as the coin. If it is, follow the arrow next to "Yes." If the circle is not the same size as your coin, follow the "No" arrow. When you reach the box at the end of your trail, match the symbol in the box with one of the symbols at the bottom of the page. Directions there will tell you where to turn next.



If you reached the mushroom, turn to page 5.
If you reached the Fire Flower, turn to page 34.
If you reached the Starman, turn to page 58.



Luigi picks up the glass box containing the army boots and examines it. A silver label on the bottom of the box says, CERTIFIED MAGIC BY A. MUSCARIA.

“Hup! Two, three, four. I bet these’ll come in handy,” Luigi says.

Mario agrees. “They must be the ones Princess Toadstool wanted.”

The plumbers are just about to open the case, when they hear the strange music playing softly once again.

“This time it’s coming from that air vent!” says Luigi, pointing to a large square grate above one of the shelves.

“Right. Hand me that box,” says Mario. “We’ll open it later. Let’s find the princess first.”

Knocking aside a pair of wooden grape-stompers and some worn leather riding boots, the plumbers climb to the top shelf. They pry back the flimsy metal grate and prepare to crawl into

the darkness, following the odd, haunting melody.

*****The plumbers now have the army boots.*****

Turn to page 62.



“Hey! Look at this!” Princess Toadstool cries from among the tremendous heaps of ribbons, cards, envelopes and wrapping paper. She holds up a pair of bright red basketball sneakers.

“Everyone has given me wonderful new shoes,” she says, “but these are my absolute favorites!”

The princess shakes the empty shoe box, but no card flutters out. Nor is there any kind of label on the crimson shoes.

“Well, who are they from?” she asks.

The great marble hall is silent. Heads turn anxiously, as everyone waits to see who will claim the honor of giving the princess the best gift. No one steps forward.

“Your Majesty,” says Toad, tugging at the Mushroom King’s velvet sleeve. “Did you get those sneakers for the princess?”

Unfortunately, the monarch of the Mushroom Kingdom is never much use in a crisis, especial-

ly one that requires him to use his memory.

“Um, well . . . maybe,” he answers, fiddling with his onion-shaped crown.

“Oh, Daddy, they’re wonderful!” says Princess Toadstool. She runs up and gives him a big, sloppy kiss on his nose. “I’m going to try them on right away.”

“Uh, Princess,” cautions Mario. “Are you sure you want to do that before—”

“Yippie!” she yells, lacing up the high-top sneakers. “I can’t wait to wear these to the royal gymnasium. Anyone for a game of pick-up?”

“Wait a minute. Now I remember,” the king says, his face brightening. “Here’s the birthday present I got for you.” He reaches behind the throne and pulls out two orange basketballs. “Sorry I forgot to wrap them,” he says.

Just then, strange, eerie music begins to drift into the hall. It’s very soft at first. Then it grows louder and louder, as if it’s getting nearer.

Princess Toadstool starts to dance.

“What’s happening?” she says, looking a little alarmed.

As the music grows even louder, the princess begins to jog in place. Then she starts jumping

up and down. Finally, she picks up one of the king's basketballs and begins to dribble around the great marble hall.

"She likes my present, too," the king beams.

"Help!" cries the princess. "I can't stop!"

Quickly, Mario and Luigi push their way through the crowd. By the time they reach the throne, however, the princess is dribbling and leaping high into the air—totally out of control.

"Aargh! She's scuffing up the marble floors!" Wooster moans.

"Quick!" shouts Luigi. "Somebody blow a whistle and call time out!"

"Mario!" Princess Toadstool screams over the evil music. "Go to my shoe vault and find my—"

Her words are cut off abruptly as she dives out an open window.

"She's dribbling away!" shouts Toad.

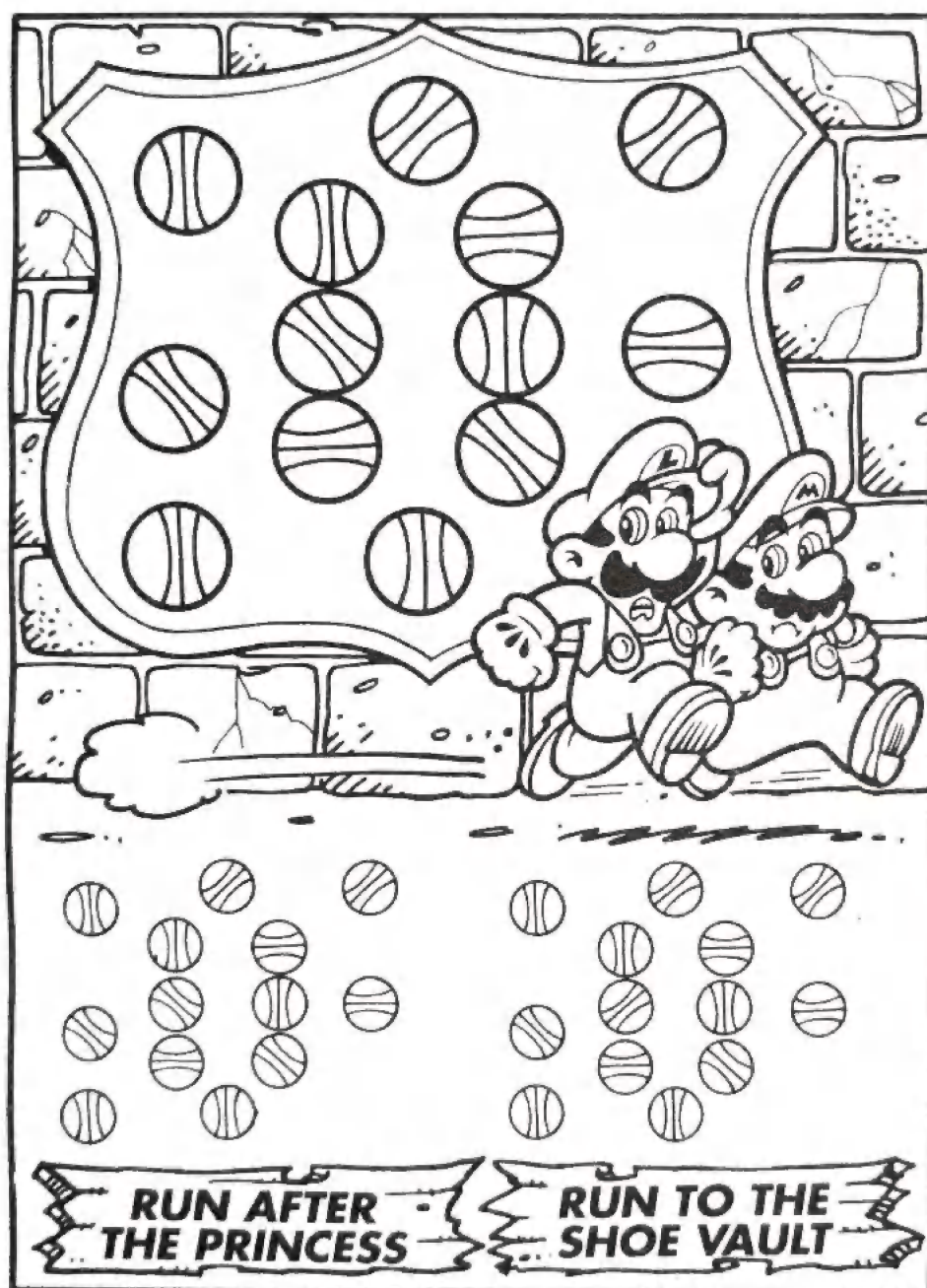
Mario crushes a paper cup with his bare hands and adjusts his red plumber's cap.

"Come on, Luigi," he orders. "Let's get going!"

Solve this puzzle for a clue to what the plumbers should do next:

- Look at the two groups of basketballs below. Which group is exactly the same as the top

group? Under the correct choice you'll find some advice about what the plumbers should do next.



If you think the plumbers should go find the princess's shoe vault, turn to page 96.

If you think the plumbers should follow Princess Toadstool, turn to page 86.



Luigi reaches into his pocket and takes out a handful of shiny coins. He tosses them over his shoulder. Behind him, the Clawgrip stops in its tracks.

The giant creature struggles to lift the small, flat coins from the dusty floor. Pincers, however, are not very good utensils for this kind of job.

“Hah!” says Luigi, as he and his brother stop to watch the crab for a moment. “That should keep it busy for a while.”

Leaving the frustrated monster behind, the plumbers continue down the hallway.

*****The plumbers lose 5 coins.*****

Turn to page 58.



“Ladies and gentlemen!” Ludwig says to no one in particular. “I am pleased to announce that my company has just signed two new members, Mario and Lousy.”

“That’s Luigi,” yells the skinny plumber.

“Quiet!” barks Ludwig. He gives them an evil grin. “Tomorrow, you will join us as we embark on a nine-year-long tour of Dark World. Unfortunately, most of that region is pitch black, but I’m sure our audience will be glad to know that you are on stage somewhere.”

“Nine years?!” Mario, Luigi and Princess Toadstool all scream in horror.

If the plumbers have released the cowboy boots, turn to page 77.

If they didn’t release the cowboy boots, or didn’t find them, turn to page 16.



Immediately, the four Piranha plants drop their instruments and begin to snap at the princess and the plumbers.

“Yikes!” shouts the princess, twisting her head to save her long, strawberry-blond hair.

Mario swings his foot and kicks the closest of the four flowerpots. The Piranha plants bang into each other and topple like leafy green dominoes.

Meanwhile, blasting away at the pipe organ, Ludwig has managed to drive away about two-thirds of the cowboy boots. But the entire chamber is in shambles. Music stands, furniture and many musical instruments have been smashed.

“Let’s get out of here!” shouts Princess Toadstool.

“Yeah,” says Luigi. “Before they get organized.”



Mario and Luigi walk along for some time. Gradually their eyes get used to the dark, which is a good thing because Luigi is running low on waterproof matches.

Suddenly Luigi cocks his head. "Do you hear something?" he asks Mario.

It's the music again! Mario and Luigi race forward. After a while they slow to a jog. Then, panting, they drop to a walk. The music still hasn't gotten any louder.

Their surroundings, however, have slowly been changing. "I wasn't paying attention," says Mario. "When did it get light? And when did the walls get to be so round?"

In fact, the plumbers are now walking through a big, long tube.

They begin to pass more and more side branches as they follow the music. The round corridor swerves to the right, and then to the left. The plumbers walk through several cham-

bers that have four or five openings leading away from them.

Finally, they decide to rest in a small chamber that branches out in several directions, including up and down. By this time, the puzzled plumbers can no longer tell where the music is coming from.

“Wait a minute!” says Mario. He taps one finger against a wall, causing a clear, metallic twang. Then he points to a round, steel-rimmed opening in the middle of the floor. “We’re in Pipe World.”

“And I know where else we are,” says Luigi, glancing around at the many openings that lead away in just as many directions.

“Lost!” they both wail.

Turn to page 92.



“Stop the music!” shouts Mario. He waves his plunger and charges toward Ludwig.

Luigi takes out his monkey wrench and also races toward the giant turtle.

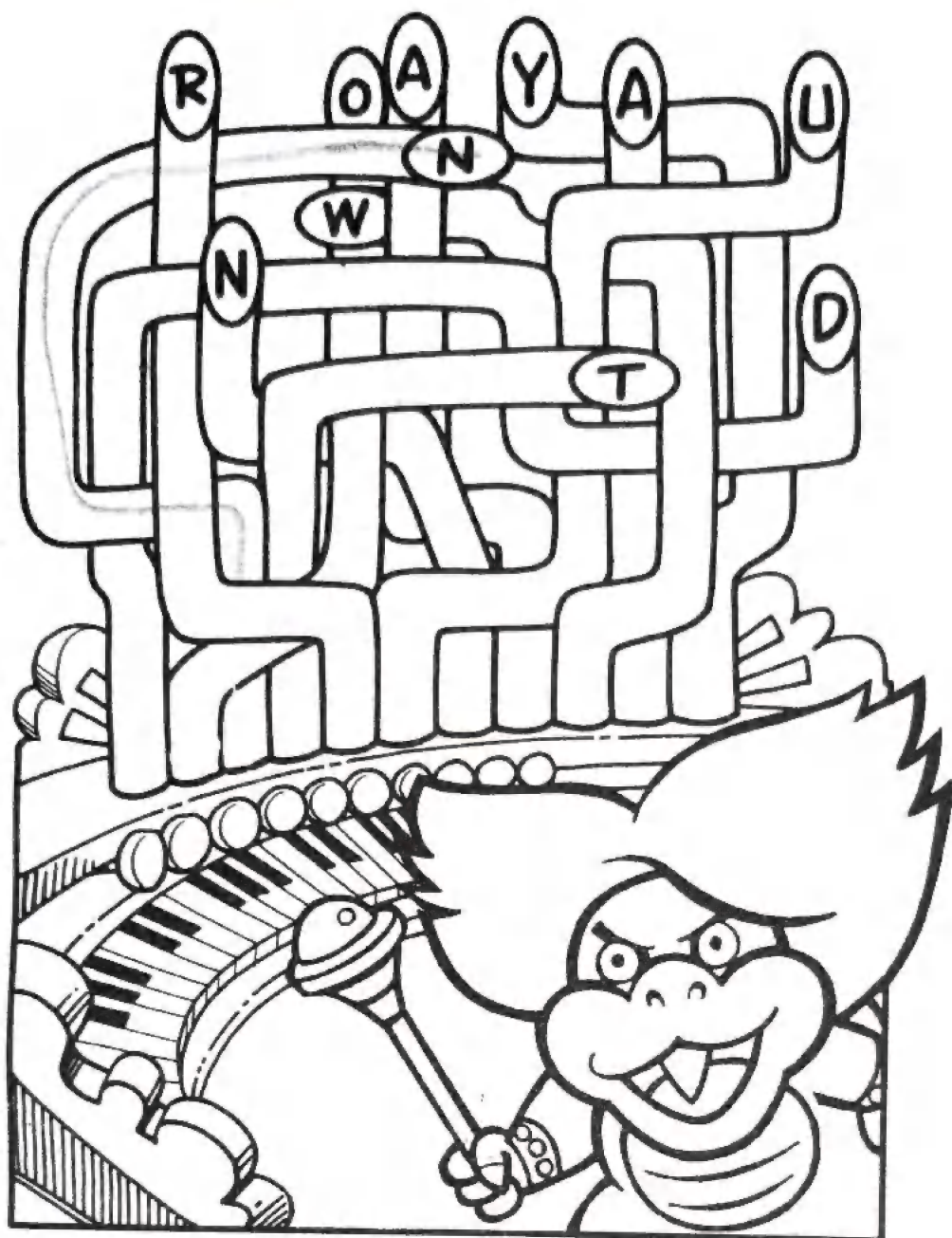
Calmly, Ludwig waves one hand and orders the musicians to stop playing. Then he reaches over to pound two piercing notes on the organ.

The sound makes Mario and Luigi cringe. A strange, tingling sensation runs through their bodies. Their possessions start to vibrate and fly right out of their hands.

“Not another step,” snarls Ludwig. “Or I’ll play my special Koopa Cantata.”

Solve this puzzle for a clue to what the plumbers should do next:

- Follow the twisted organ pipes and read the letters in order, from the lowest note to the highest. They’ll spell out a clue to help you decide what the plumbers should do next.



*****If the plumbers had the Starman,
it is gone.*****

*****The plumbers lose 10 coins.*****

**If you think the plumbers should keep going,
turn to page 111.**

**If you think they should stop and watch the
show, turn to page 42.**



“I don’t care whether we have shoes, boots, or nothing. I’m positive that weird music will lead us to Princess Toadstool,” says Luigi.

The plumbers forge ahead, crawling into the dark, musty tunnel. “This reminds me of when those crocodiles chased me through the sewers from New York to Philadelphia,” says Mario.

Soon they come to another flimsy metal grate. “Sounds like the music’s coming from out there,” says Luigi.

Mario nods. “Let’s go.” He twists his stubby body around so that his feet are in front of him and kicks the grill out of its frame. It clatters onto a hard surface below.

“Ta-da!” shout the plumbers as they leap out of the opening. They have landed in another long, dimly-lit corridor. The music is still playing somewhere, far away.

“C’mon, Luigi,” says Mario. “We’ll get to the bottom of this.”

They make their way along the seemingly endless hallway. The walls and floors definitely are not as clean as they were in other parts of the vault. And it's getting darker with every step they take.

Soon they pass an illuminated sign that says, TOLL CRAB 100 MUSHROOM METERS AHEAD.

"That doesn't sound promising," Mario mutters. They trudge on.

Sure enough, when the brave plumbers turn the corner they find an enormous orange Clawgrip with pincers at least five feet long. The terrible creature sits motionless in the center of the hallway, blocking the plumbers' progress. A blackboard next to it bears the message: GIVE THE MONSTER A PRESENT . . . OR IT WON'T BE PLEASANT!

The Clawgrip's grapefruit-sized eyeballs glare at Mario and Luigi. Its sharp mouth-mandibles tap together, making a hungry, clicking sound. Slowly, it tilts one of its two fuzzy antennae towards the plumbers.

"Well?" asks Luigi nervously. "Are we feeling generous today?"



If you think the plumbers should hand the monster the boots, turn to page 114.

If you think they should give the monster the balloon, turn to page 118.

If you think they should give it the noisemaker, turn to page 114.

If you think they shouldn't give the monster anything, or if they don't have any of the above items, turn to page 12.



SKROONCH! A buffalo-sized Tweeter comes crashing down on Mario's head.

Stars dance in front of the unlucky plumber's eyes. He reels dizzily and faints.

A while later, he wakes to find himself slung over his brother's shoulder as they travel up the dark pipe to their Brooklyn plumbing shop. Mario is too sore to move. Luigi looks battered and bruised, and in a very bad mood.

"I don't want to talk about it," grumbles Luigi, when the older plumber asks what happened. "But don't worry, I'm going to get you home and nurse you back to health."

"Ooooh," Mario groans, but he doesn't argue.

Being nursed back to health by Luigi is sure to involve a lot of foul-tasting medicine, not to mention the world's worst recipe for chicken soup.

GAME OVER!



The plumbers decide that it's time to turn and fight.

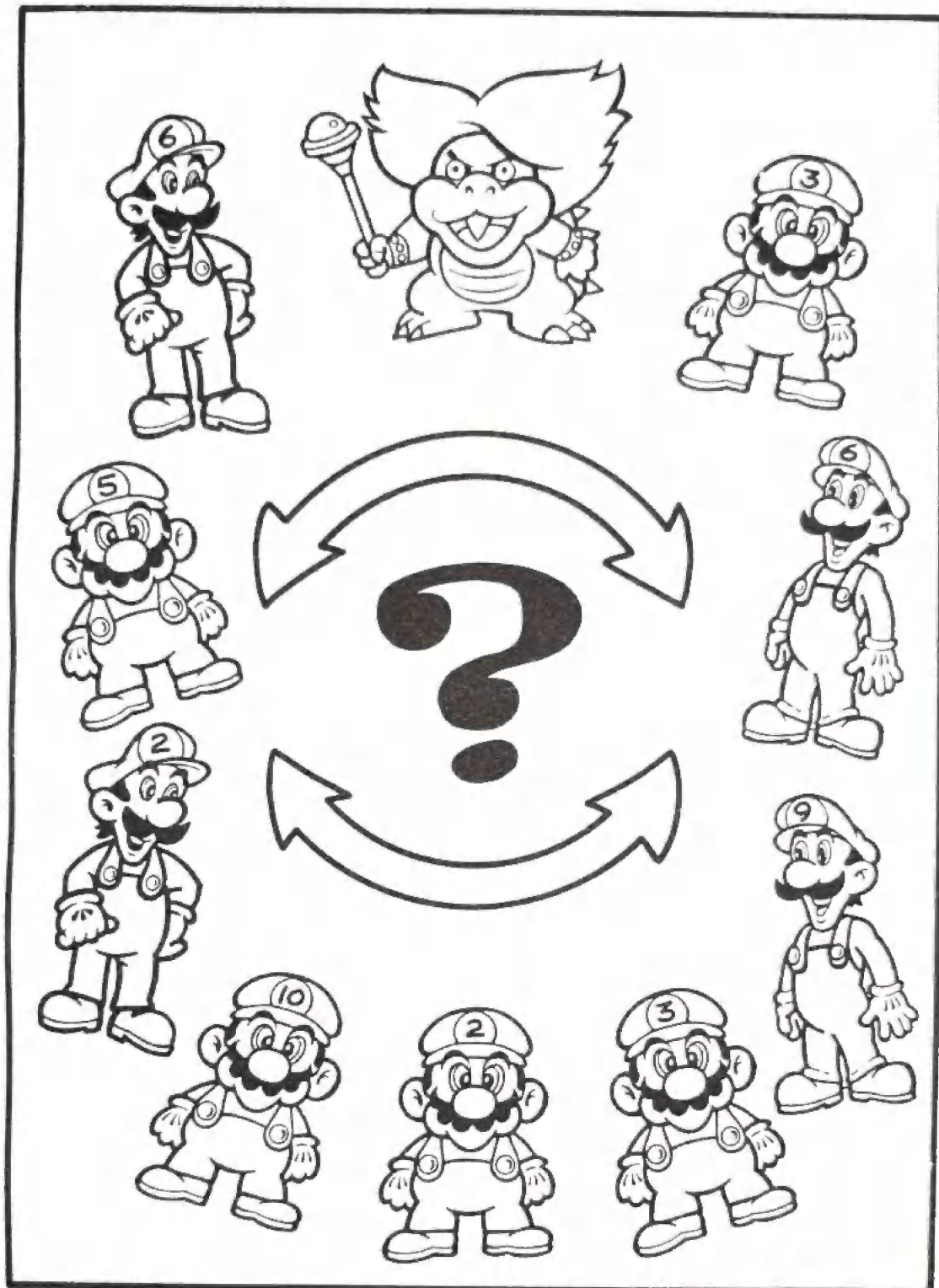
"Stand back, Princess," says Mario. "This could get rough."

"Yeah," says Luigi. "Watching that ballet put me in a really bad mood."

Rolling up their sleeves, the Mario Bros. charge straight toward Ludwig von Koopa.

Solve this puzzle to find out what happens next:

- Start at the picture of Ludwig von Koopa and move one space in either direction. Each time you land on one of the Mario Bros., read the number on his hat and move that number of spaces in the opposite direction. Stop as soon as you land on either Mario or Luigi three times.



**If you landed on Mario three times,
turn to page 119.**

**If you landed on Luigi three times,
turn to page 18.**



"Let's follow these tracks," Mario declares.

"But—" Luigi protests.

Mario silences him with a look. **"Who's the wiser plumber?"** he asks.

Luigi scowls. **"Okay, okay."**

The plumbers trudge on through the sand.

"These are beginning to look less and less like basketball tracks," Luigi says after a while, eyeing the wide circles in the sand.

"Trust me," says Mario, confidently. **"I'm an expert at this sort of thing."**

"What makes you an expert on basketball?" asks Luigi, irritated.

"Little brother, didn't I ever tell you about the time I threw three touchdowns in—"

"Touchdowns?!" screams Luigi. **"In basketball? If that isn't the biggest bunch of—"**

Just then, a large, stout Shyguy hops past the plumbers. It leaves another trail of shallow circles in the sand.

Silently, Mario and Luigi watch the hooded creature bounce into the distance and disappear. Then Luigi turns to Mario and folds his arms. "Okay, genius, what's next?"

"Let's go see what's in the princess's shoe vault," mumbles Mario, blushing.

They trudge back to the border of the Mushroom Kingdom and zig-zag along the brick road that leads back to the palace.

Turn to page 112.



“I think I’ll try this one,” says Mario. He reaches up and pulls the brown wooden knob on the left.

Nothing happens . . . for a few seconds.

Then, all of a sudden, four large organ pipes begin to bellow. With a terrifying moan, a small purplish tornado begins to rise from a short, wide pipe.

“Yikes!” Mario shouts.

FWOOSH!

Plumbers, musicians, papers, chairs, instruments—all the objects in the room—are swept up in a swirling cyclone of confusion. Mario blacks out.

Some time later, he wakes up. He and Luigi are lying on the marble floor of a corridor, in front of two glass doors. Through one of the doors he can see rows and rows of shoes.

Mysteriously, Mario cannot remember anything that has happened in the last hour or so.

All he knows is that the princess has been kidnapped and that she told him to go to the shoe vault.

“What happened?” asks Luigi.

“Don’t ask me,” Mario answers, removing his red plumber’s cap and scratching his head. “Let’s check out one of these rooms.”

“Aaargh,” grumbles Luigi. “I hate it when this happens. I’m getting confused again.” The tall, skinny plumber scratches his chin and looks around. “Which way should we go?”

*****If they had these things, the plumbers have lost the noisemaker, the basketball, the boots, the Starman, the balloon and all of their coins.*****

Turn to page 88.



Mario reaches up and grabs the dark brown knob on the right.

“Don’t touch that!” shrieks Ludwig.

“I guess that means I should,” the plumber says. He chuckles and pulls the lever toward himself. It slides out of its socket and comes loose in his hand.

“Suit yourself, then,” the turtle composer says cheerfully.

Immediately, a gigantic nozzle swings down from the high chamber ceiling and stops directly over the plumber’s head. Squawking and howling, a horrendous horde of Cheep Cheeps and Tweeter birds showers down on Mario.

Turn to page 65.



The plumber grabs the lever with a small star etched on the wooden handle. Instantly, a motor begins to hum. There is a soft click, and the elevator car drops like a lug wrench through a tank of soapy water.

“Yaaaah!” Mario yells as all of the blood rushes to his head.

Then, as suddenly as it began, the elevator comes to a halt. The two plumbers crash to the floor of the car. Luigi sits down hard.

“Whoa,” he says. “That was one rough ride.”

“Mmmmph,” says Mario. Luigi is sitting on his head.

After picking themselves up from the floor, Mario and Luigi make their way down the only hall that leads from the elevator. The floors are still made of white marble, but the walls and ceiling in this hall are formed from one big, arched piece of corrugated steel.

Soon, the rounded hallway divides into two

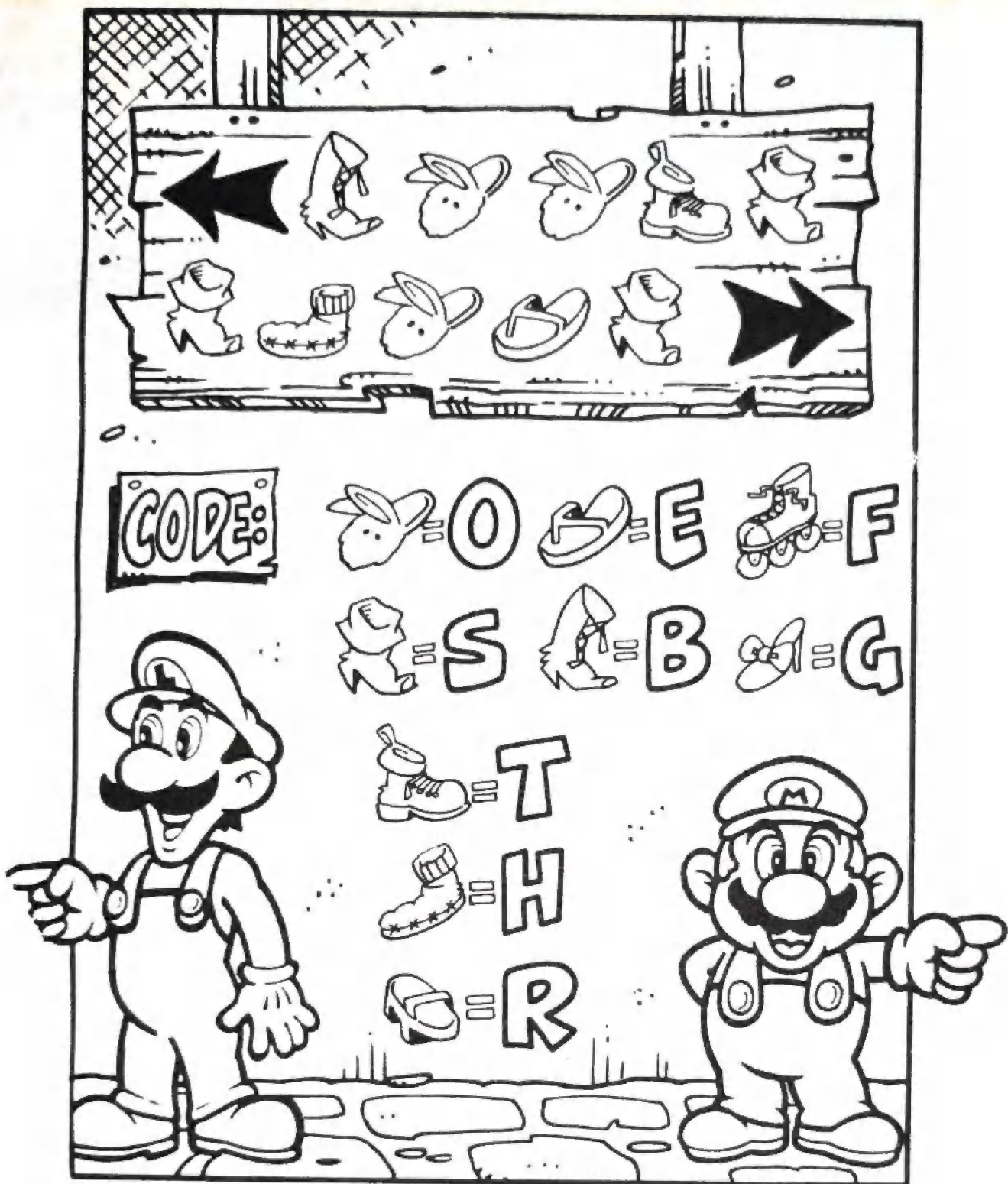
short branches. A few feet down each route is a large glass door. A sign hangs from the ceiling just before the corridor divides. Unfortunately, it's written in some kind of code.

“What does it say?” asks Luigi.

“I don't know,” Mario answers. “But I'll bet it will lead us to our prize.”

Crack the code on the opposite page to find out what the sign says:

- Use the shoes at the bottom of the picture to learn the letters of Princess Toadstool's footwear cypher. Then read the sign. It will help you decide where the plumbers should go next.



If the plumbers should go left, turn to page 36.

**If the plumbers should go right,
turn to page 88.**



“**T**hat’s a catchy tune,” Luigi says. “One more time!”

Once again, music swells to a roaring crescendo.

R-R-RUMMBLE!

High above the plumbers’ heads, the giant glass tubes begin to shatter.

“It’s the music!” shouts Princess Toadstool. “You’re breaking the pipes!”

Thousands and thousands of coins shower down from the ceiling, splintering furniture, denting instruments and demolishing just about everything else.

“We’re really bringing down the house!” shouts Luigi right before he dives for cover.

The great pipe organ heaves one last low, groaning *aoogah*, and then collapses to the floor in a broken heap.

Turn to page 93.



Suddenly, off in the distance, the sound of a country and western band begins to play.

“What’s that?” shouts Ludwig.

“It’s ‘Yellow Rose of Texas,’ I think,” Luigi answers.

“No!” Ludwig barks. “I meant what’s making that—”

CRASH! A wooden door next to the pipe organ suddenly flies open. Framed in the doorway are the magical cowboy boots, at the head of a troop of thousands more. Hordes of western-style leather boots come stomping into the room, square dancing and tapping their toes.

“No!” screams Ludwig.

He leaps to his keyboard and begins to play furiously. Each harsh chord sends a few of the boots flying off into the distance. But there is simply too much kicking, stomping footwear to be stopped.

Mario notices that the force field holding

him in place is starting to weaken. Now is the time to act. Using all his strength, he pulls himself free of the mysterious barrier. Then, he grabs Luigi and the princess by their arms and yanks them off of the stage.

Turn to page 56.





The plumbers decide to check out the rocks before following the tracks in the sand. Even before they reach the cluster of large yellow stones, they know who the mysterious figure is.

Leaning against a rock, gasping for air, tired, confused, bedraggled, is Princess Toadstool. The sinister music has stopped playing—for now.

“This is turning out to be the worst birthday party ever!” she wails as soon as Mario and Luigi reach her.

The two plumbers sit down beside her in the sand. “Tell us about it,” Mario gasps. He is feeling hot, tired, and a little grumpy himself.

“I’ve tried and tried, but these horrible sneakers won’t come off!” the princess wails. She turns to Mario. “Did you find my boots?” she asks.

“Boots?” the older plumber replies. “All this trouble, and you want another pair of shoes?”

He's beginning to feel even grumpier.

"They're my special magical boots," explains the princess. "They belonged to my great-great-grandmother, Queen Shiitake. She used their powerful magic to help the Mushroom Kingdom. That was back in the old, wild days, when there were monsters even worse than the Koopas. Now I keep the boots in a glass shoe box in a vault deep below the palace."

"And you think these boots will help you out of this mess?" asks Luigi

"I don't know," Princess Toadstool sniffles. "I've always thought I would need them someday, and now that . . ." Her words trail off and she begins to sob loudly.

"Gee whiz, Princess, don't cry," says a horrified Mario. "We'll get your boots for you. Just tell us what they look like."

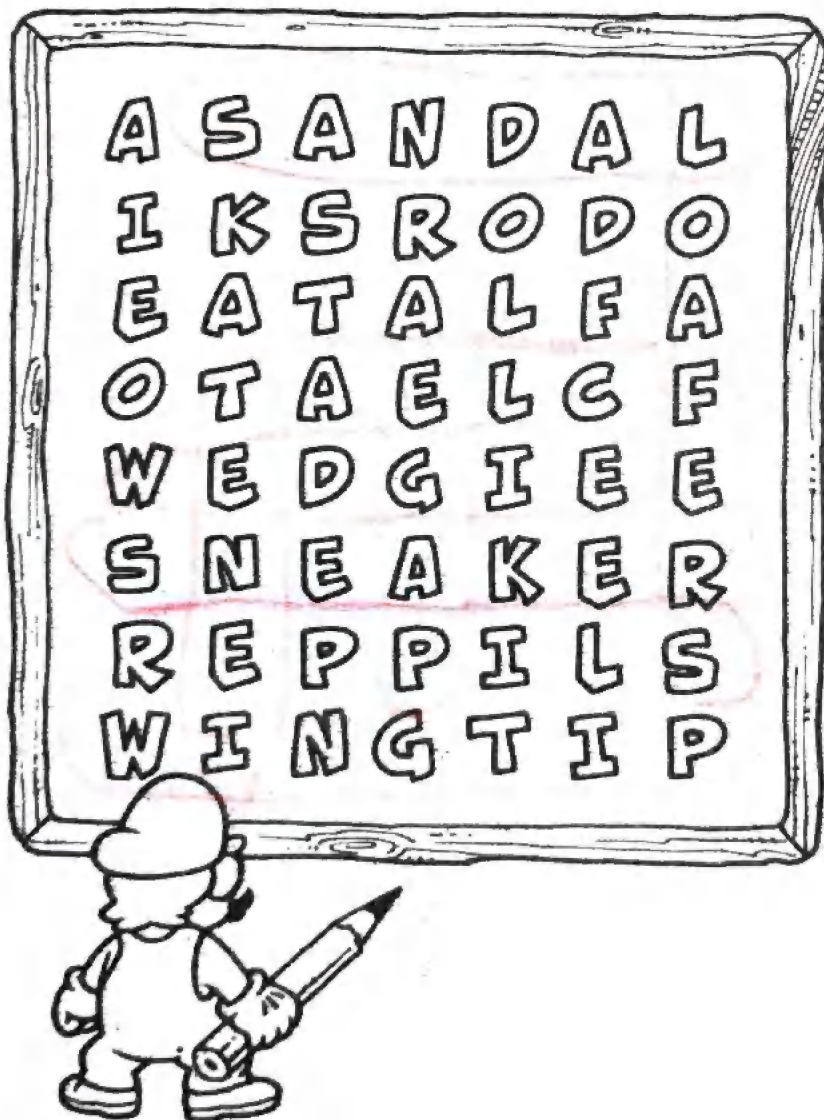
Drying her eyes, the princess looks up and opens her mouth.

Suddenly, the music begins to play again. Before the princess can say another word, the spell seizes her. She grabs her basketball and begins to dribble out into the desert.

Shouting, the Mario Bros. follow behind her.

Solve this puzzle for a clue that will help the Mario Brothers find the princess's boot:

- There are 10 different shoes hidden in this word search. They go up, down, across, backwards and diagonally. Circle them. The left-over letters will spell out a place where you might see Queen Shiitake's boots.



Turn to page 44.



With incredible speed, Mario and Luigi stuff fifty shiny coins into the jukebox before Ludwig reaches them.

“Oh no!” the turtle shouts when he sees what the plumbers have done. “I thought I had that thing removed!”

Instantly, the jukebox begins to blast a steady, blaring stream of rock and roll.

“Far out!” shouts Luigi. He pretends to play guitar, as the entire chamber shakes from the booming bass line. “This is more like it!”

*****The plumbers lose 50 coins.*****

Turn to page 76.



Whoops! It's impossible to get that answer. Turn back to the page that you just read, and try to solve that puzzle one more time.





Mario struggles against the musical force field with almost all his might. Then he takes a deep breath and tries even harder. Slowly, steadily, the plumber inches his right hand into his overalls pocket and grabs the Starman.

“Got it,” he whispers.

Immediately, his body charges with the energy of invincibility. With his newfound strength, he spins around twice in time with the music and leaps off the stage, breaking free of the evil melody’s hold.

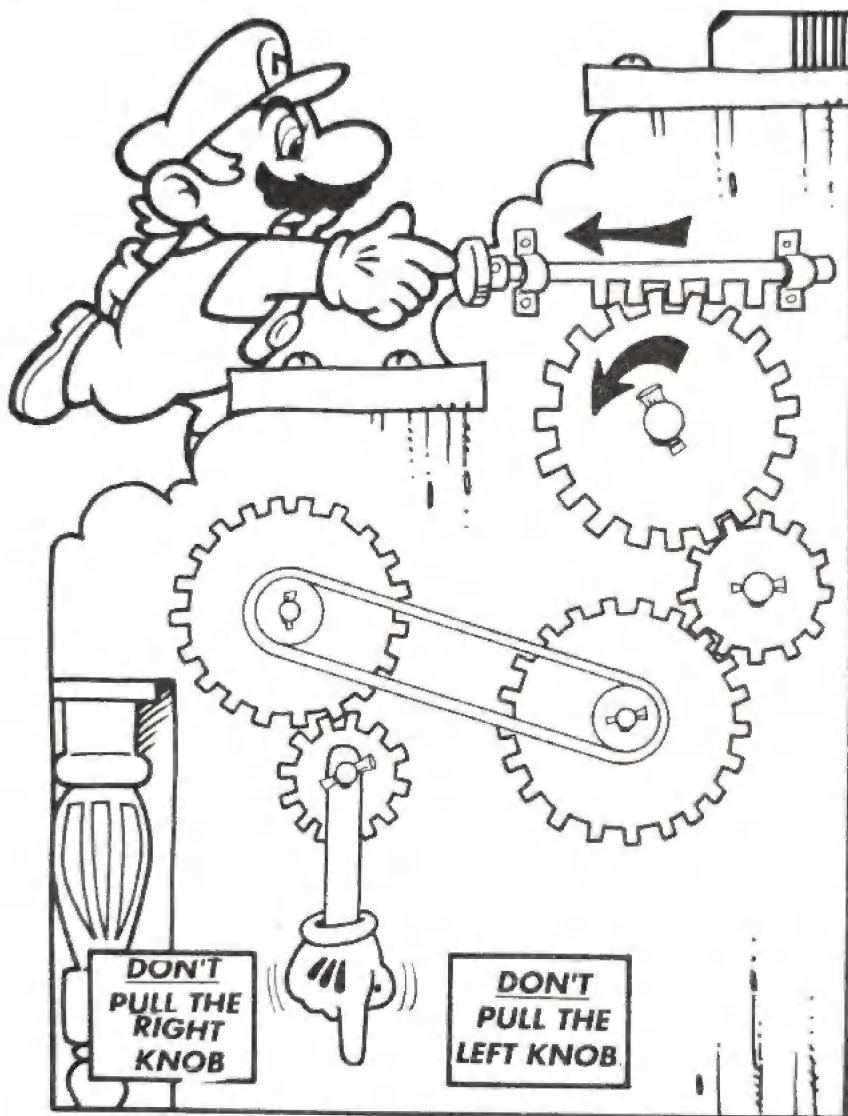
“Uh-oh,” says Ludwig as the plumber races towards him. Mario reaches the organ and knocks the turtle from his stool.

“Don’t touch any of those controls!” Ludwig screams.

“Hmmm,” says Mario, spying two knobs above the keyboard. “I wonder what these things do. . . .”

Solve this puzzle for a clue:

- When Mario pulls this lever, the gears will start to turn. That will make the pointer move. Figure out which sign the finger will point to, and you'll stop Mario from making a big mistake.



If you think Mario should pull the knob on the left, turn to page 70.

If you think he should pull the knob on the right, turn to page 72.



Mario and Luigi charge out the window after the princess. They tumble into a border of prickly bushes a few feet below.

“Ow! Ouch! Ooohh!” grumbles Luigi.

They zig-zag through clusters of vicious Muncher plants before they reach the brick road that winds through the Mushroom Kingdom.

“Where’d she go?” asks Luigi.

“Shhh, listen,” says Mario.

The plumbers can hear the same weird music playing faintly in the distance. Mario shades his eyes with his hand and gazes around.

“There,” he shouts at last, pointing to the west. A tiny, bouncing figure disappears behind a brick pyramid.

“She’s headed towards the Koopahari Desert!” Luigi says, horrified.

Controlled by the mysterious red sneakers, the princess has dribbled across the Mushroom Kingdom in record time.

The plumbers race after her, past the odd floating boxes and metal cubes that dot the landscape. But as they approach the border of the Koopahari Desert, the princess has dribbled even further ahead of them.

“Maybe we should check out the shoe vault,” Luigi says. “I don’t want to get sand in my plumber’s boots.”

If you think the plumbers should stop following the princess and head back to the palace, turn to page 112.

If you think they should keep chasing, turn to page 13.



The plumbers decide to go to the right.

Slowly, they pull back the handle of the large glass door, and walk into a brightly lit room filled with nothing but shoes. Several tables are stacked high with sandals. Bins loaded with slippers and loafers are everywhere. Frog flippers, bowling shoes and wingtips are scattered about in piles.

“Hmmm,” Mario says thoughtfully. “Which ones do you think the princess wanted us to find?”

“I hope she didn’t want us to fetch a pair of socks,” Luigi says. He bends over and picks some coins out of the tongues of some penny-loafers that are on a table next to him. “There sure are a lot of shoes to choose from.”

Just then, the plumbers hear a few quick musical notes drift out of a round metal air vent in a nearby wall.

“I’ve heard that song before. What do you

think, big brother?" asks Luigi, prying back the metal grate. "Should we check it out?" He points into the dusty, dark shaft.

"I don't know," Mario answers, glancing back at the open door. "Maybe we should see what's in the other room first."

If you think the plumbers should enter the air shaft, turn to page 62.

If you think they should go search in the room to their left, turn to page 36.

*****The plumbers collect 5 coins.*****



“Give us one more minute, Princess,” says Mario. “There’s something I’ve been dying to try ever since we got here. Luigi! Some assistance, please!”

The two plumbers race up to Ludwig and knock him off his stool. Then they leap onto the giant pipe organ’s keyboard. Hopping up and down, Mario and Luigi perform the loudest rendition of “Chopsticks” ever played.

“Stop! Stop!” howls the turtle. “You’re breaking it!”

“The organ is starting to come apart!” shouts Princess Toadstool.

“What do think, Mario?” Luigi asks. “One more time?”

“No!” Ludwig shouts.

Solve this puzzle for a clue to what the three heroes should do next:

- This melody is actually a secret message. Use

the key at the bottom to figure which letter each musical symbol stands for. The answer will help you decide the heroes' next move.



If you think the princess and the plumbers should run for it, turn to page 19.

If you think the plumbers should keep playing, turn to page 76.



Mario and Luigi climb down into the pipe in the center of the floor, turn to the right, and enter a slightly narrower tube. They follow it as it slowly banks to the left and leads into another chamber with several rounded exits.

“I’m positive we’ve been here before,” mumbles Mario.

Grumbling and tired, the plumbers continue to wind through the maze of pipes, trying to find the source of the strange, sinister music.

Turn to page 7.



After about five minutes, the shower of coins slows to a trickle. Then it stops. There is nothing left standing in the chamber except for a few twisted organ pipes.

Slowly, Mario, Luigi and Princess Toadstool surface among the coins and the wreckage.

"Let's go home," Mario says.

"Just a minute!" Luigi shouts, stuffing his pockets with as many coins as he can carry.

Meanwhile, Ludwig von Koopa crawls from the ruins of the giant pipe organ.

"What's this?" he asks with a startled look on his green face. "I can hear! For fifteen years, I've barely been able to hear anything. The explosion must have shaken something loose in my brain. Ya-hoo!"

He scurries off to a far corner of the room, pulls a harmonica out of his coat pocket, blows a few notes on it, and then begins to scribble furiously on a scrap of paper.

“He couldn’t hear his own music?” asks Luigi. “That explains a lot!”

“Never mind him,” says Mario. “How are you feeling, your Highness?”

Princess Toadstool doesn’t answer. She just pulls the basketball out of a fold in her pink ball gown. With one mighty toss, she hurls it across the chamber. It sails through the air in a beautiful arch and smacks Ludwig von Koopa squarely on his round head. He keels over.

“I didn’t know her half court shot was so deadly,” says Mario, staring at Ludwig in amazement.

“Feeling better?” Luigi inquires.

Still, the princess says nothing.

In silence, the three heroes make their way to a large, dented organ pipe. The pipe is leaning against the wall at a slight angle. Hugging the outside of the tube, they begin the long climb back to the Mushroom Kingdom.

Halfway up the pipe, the princess stops suddenly and kicks off the red high-top sneakers. They drop into the room below.

“Okay. Now I’m feeling better,” she says, breaking her silence at last.

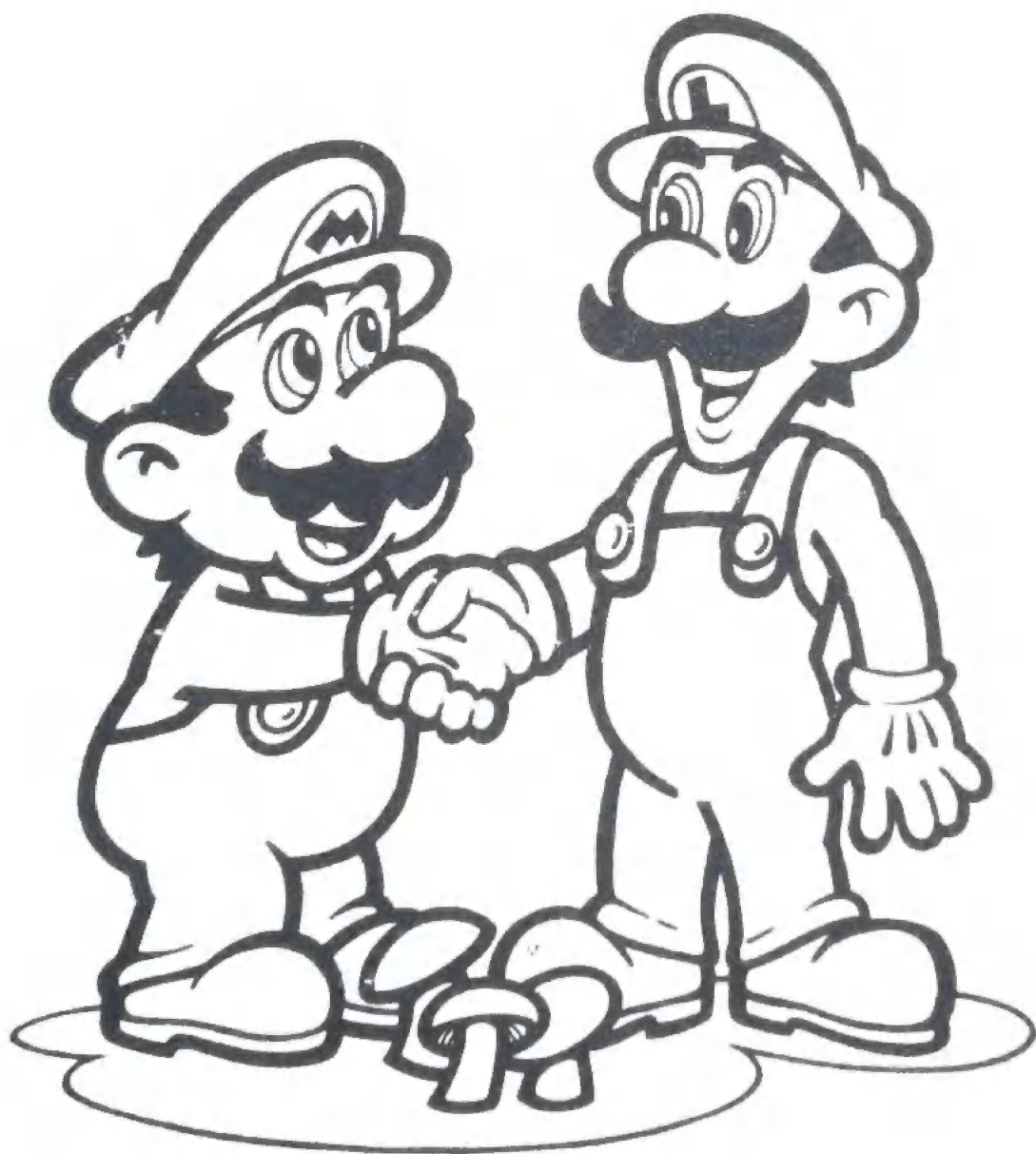
“Don’t worry,” says Luigi, climbing further

up the pipe. "We've got enough coins to buy you ten new pairs of sneakers."

"Thanks, Luigi." The princess giggles. "You may not be a mushroom, but you sure are a FUNGI!"

*****The plumbers collect 400 coins.*****

GAME OVER. YOU WIN!





“I’ll show you where the shoe vault is,” shouts Toad. “This way, guys, and hurry!”

The three-foot-tall mushroom leads the plumbers through a narrow doorway and down a flight of rickety wooden stairs.

Along the way, Luigi stops to examine a small, orange basketball that has rolled onto one of the steps.

“Here’s the other half of the king’s present,” he says and tucks the ball under one arm.

Toad leads them to a small, torch-lit chamber with strips of purple fabric hanging from the walls and ceiling.

Suddenly, they hear a series of loud squawks and the pounding of spongy mushroom feet on the floor above them.

“It sounds as if the fungus nobles are panicking,” says Toad. “I’d better go back and tell them to keep their caps on.”

With that, the royal mushroom retainer

shuffles back up the stairway and disappears.

"Well, Luigi," says Mario. "Now we can just waltz on over to the shoe vault and—"

"Halt!" two large mushroom guards shout, jumping in front of the plumbers. "Who dares to enter the vault?"

"It's me, Mario," the shorter, rounder plumber says.

"And Luigi," his brother chimes in nervously. "See, we were upstairs at a party and—"

"A party?" snaps one of the muscular gray guards, pointing an asparagus spear at Luigi's nose.

"Oh yeah?" snarls the other guard. "How could there be a party if we weren't invited?"

"Uh, I dunno," says Luigi. "Maybe the princess forgot you were down here."

"Is that so?" The first guard scowls, obviously very offended. "Then maybe we'll just forget to help you find your way into the vault."

"Nyah, nyah, nyah!" says the second guard.

Angrily, the two mushrooms march behind a flap of purple velvet and disappear.

The plumbers begin to search the chamber for any secret panels or doorways. Luigi lifts up the blue-and-yellow checkered rug, but he

finds nothing. Then, Mario pulls on a small cord. A flap of fabric drops from one wall. There, built into the chamber wall, is a huge lock hooked into a heavy steel door.

“Darn,” says Mario. “If only we knew the combination.”

“No problem, big brother,” says Luigi. He rolls up his sleeves and walks confidently toward the door. “Lock-picking was one of my best subjects in Basic Draining.”

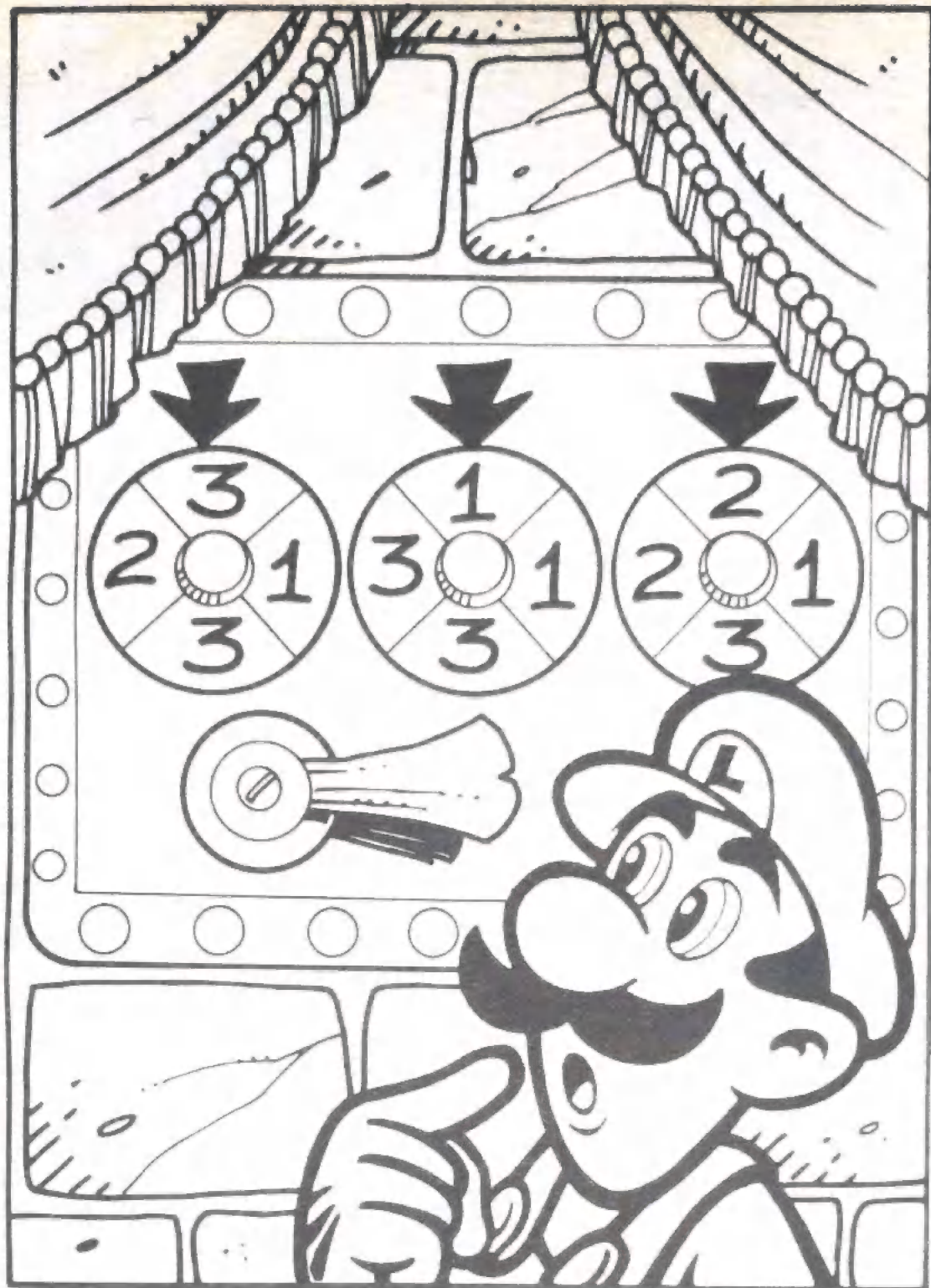
Solve the puzzle on the opposite page to find out if Luigi can crack the lock:

- Study these dials carefully. If you follow these three steps in order, the combination will appear under the arrows.

- 1) If any dial has only odd numbers on it, turn it two spaces in the clockwise direction.

- 2) Turn the center dial counter-clockwise three spaces.

- 3) Turn all the dials clockwise one space.



**If you think the combination is 2-1-2,
turn to page 22.**

**If you think the combination is 2-3-2,
turn to page 34.**

The plumbers now have the basketball.



“Geronimo!” the plumbers shout, as they dive into the left-hand pipe.

“Gulp!” says the giant Piranha plant at the other end as it swallows Mario.

“Hlup!” gurgles a second, monstrous plant as Luigi drops into its open mouth.

GAME OVER!





The wading boots fall to the floor with a soggy thud.

One of the boots flops over on its side. A steady stream of water begins to gurgle out for a few seconds, forming a large puddle on the chamber floor. Then the other boot tips over, showering a small school of guppies into the water.

“Hey, neat!” Luigi cries.

It’s a very pretty picture, as the tiny fish splash about in the shallow pool. Unfortunately, it doesn’t do much to save the princess or the plumbers.

“Oh, no!” shouts Princess Toadstool from the stage, as she drops back and scores a three-point basket. “Those boots belonged to my uncle, Count Morrelli, the Mushroom Kingdom’s greatest fisherman. I wanted you to bring my cowboy boots!”

“Uh-oh,” says Mario.

Then he covers his ears as the music swells up. The sinister string quartet plays the overture once again, twice as loud as before.

Turn to page 42.



“Gee, what’s this?” says Luigi, stopping to inspect a shelf with a pair of tiny porcelain sandals resting upon it. He starts to pick up one of the shoes.

“Look out!” shouts Mario. He dives across the corridor and tackles his brother as a bright green laser beam shoots out of a gap in one of the walls. The deadly ray narrowly misses Luigi’s head. The table and the tiny shoes are vaporized.

“Zowie!” says Luigi, standing back up. “A booby trap. This place is dangerous.”

As the plumbers continue down the hall, it becomes narrower and narrower. Finally they come to a dead end. The only way to continue is to enter a small elevator.

“Why not?” says Mario, as he and Luigi march into the cage.

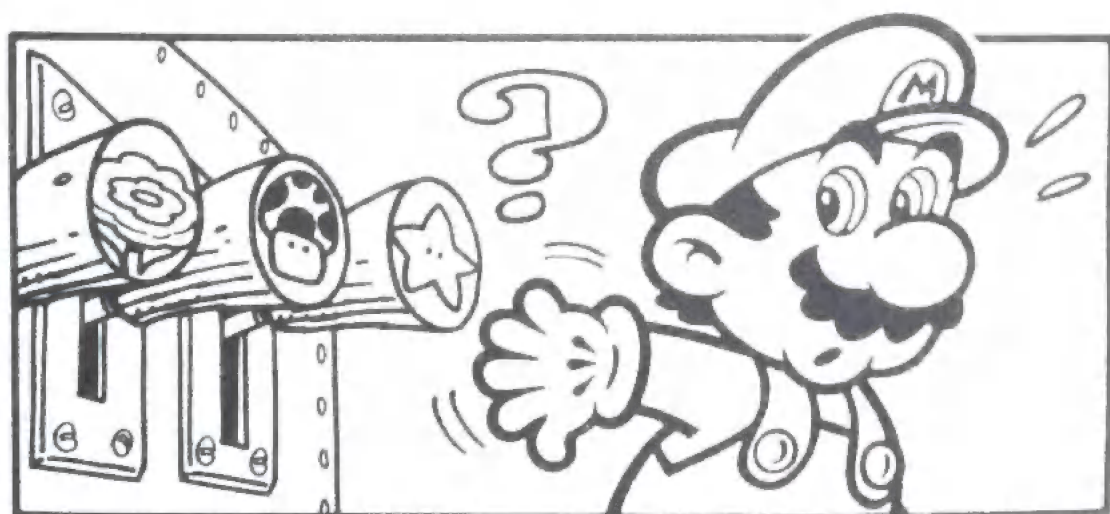
Looking through the metal mesh floor, the plumbers can see that they’re at the top of a

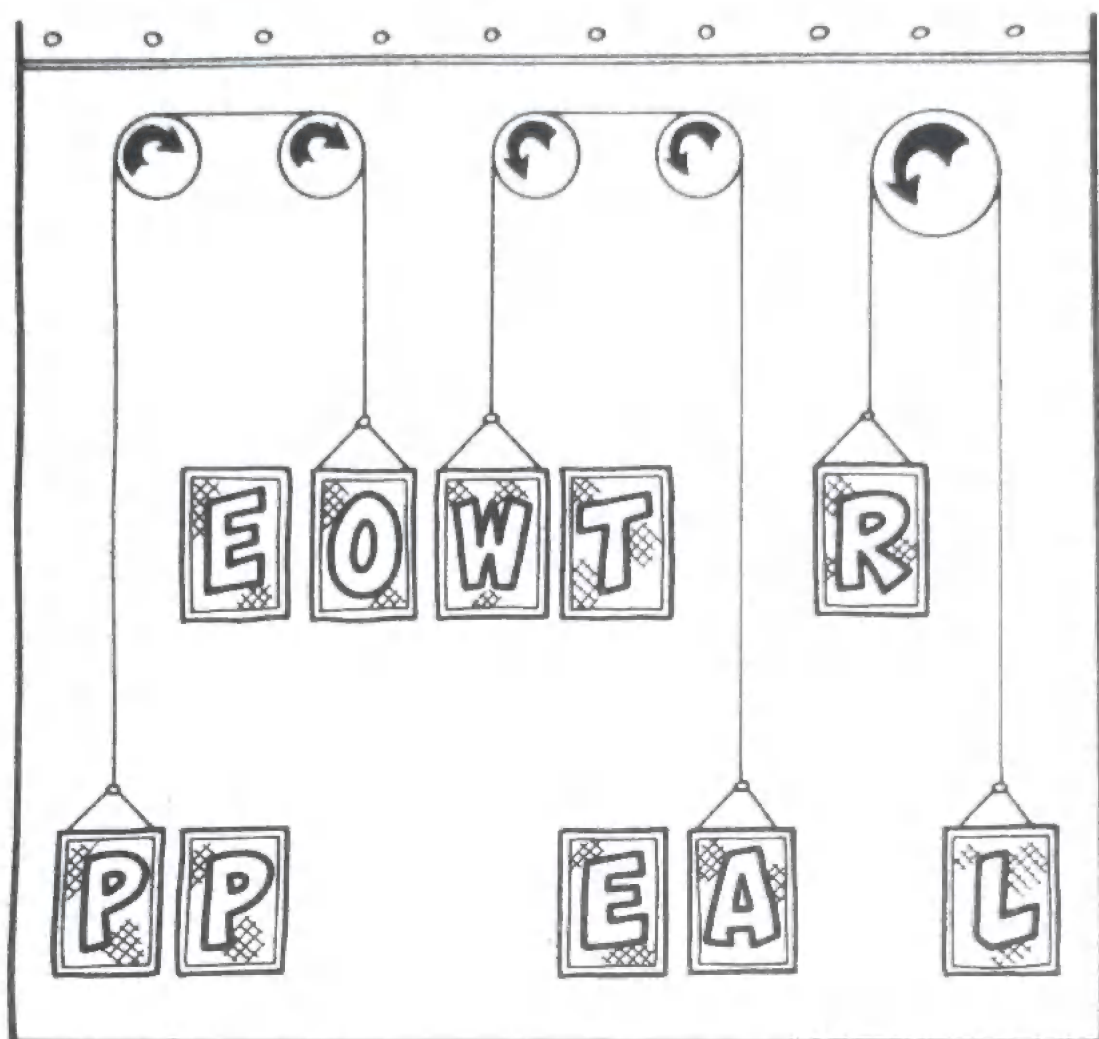
shaft that is at least ten stories deep. A sign on the elevator wall says DOWN, but there are three different wooden levers to pull. One lever has a picture of a flower on the end. Another has a small picture of a mushroom. The third has a star etched on the end of its dark wooden handle.

“Here goes nothing,” says Mario. He reaches out to grab one of the levers.

Solve this puzzle for a clue about which lever Mario should pull:

- Study the picture on the opposite page carefully. When the wheels above the elevators start turning, all of the elevators will move up or down. Can you figure out where they'll end up? When the elevators reach their new positions, the letters will spell out a clue about the three levers.





If you think Mario should pull the lever with the flower on it, turn to page 9.

If you think he should pull the lever with the mushroom, turn to page 33.

If you think he should pull the lever with the star, turn to page 73.



Mario approaches the pedestal and picks up the small glass case containing the rubber wading boots. There's a label on the bottom, but it's been covered over by a piece of old chewing gum.

"I've had lots of experience with these," he says. "Did I ever tell you about the time I saved the entire state of Nevada from sinking into the—"

"Later, big brother," Luigi interrupts. "I think I hear something."

Softly, a few notes of weird but familiar music drift into the room.

"It's coming from that air vent now!" says Mario, pointing to a large square grate above one of the shelves. He tucks the box into his overalls pocket.

"We'll open it later. Let's find the princess first," he says.

Knocking aside a pair of white high-heeled

go-go boots and some muddy baseball cleats, the plumbers climb to the top shelf. They pry back the flimsy metal grate and prepare to crawl into the darkness, following the odd, haunting melody.

*****The plumbers now have the wading boots.*****

Turn to page 62.



“Hey!” says Luigi brightly. “I’m getting a brainstorm.”

“I hope that’s nothing like a drain storm,” says Mario.

Luigi takes out the basketball that he found on the steps in the palace. “Watch this.”

He tosses the ball into the pipe in the center. The plumbers can hear it bouncing around for a short while. Then the sound fades away.

“So what does that tell us?” Mario wants to know.

Just then, the basketball rolls back into the chamber through one of the side entrances and stops at Luigi’s feet.

“Let’s not bother with that pipe,” he says, and tosses the ball into the tube on the left.

Immediately, the plumbers hear the sound of a basketball being chewed to pieces by a ferocious, hungry monster.

“Tell you what,” says Luigi. “Let’s not take

that route either.” He moves toward the right-hand pipe.

“Not bad, little brother,” says Mario. “Not bad at all.” He follows Luigi to the pipe.

“Of course, I was just about to think of that trick myself,” he adds.

Turn to page 39.





Suddenly, the magical cowboy boots come to life. Back and forth they begin to step, in time to the Piranha quartet's music. Soon they're doing a full-scale square dance around the back of the chamber.

The giant turtle is still following his ballet intently, and doesn't notice anything.

"Go, go, go," Luigi whispers, watching the boots dance.

Suddenly the boots leap into the air, click their heels, and skip out of the room.

They do not return.

"That's it?" asks Mario in disappointment. Then he covers his ears as the orchestra plays its opening theme once more, twice as loud as before.

Turn to page 42.



“You don’t scare me!” Luigi shouts. He pulls out his trusty plunger and charges towards Ludwig.

The giant reptile doesn’t turn to fight. Instead, he leans back on his stool, lifts up his legs, and starts to play a furious four-part organ piece, using his fingers and his toes.

Luigi is just about to hit him over the head with the plunger when the turtle stretches out his left small toe and presses the lowest note on the organ keyboard.

OHWM MMMMMMMMMMOOOOOOOOM! A deep, loud note blasts from a huge pipe that arches overhead.

Instantly, a large panel flaps open on one side of the pipe, showering the plumbers with Cheep Cheeps, Tweeter birds, and Hoopster beetles.

Turn to page 65.



“Shoe vault, here we come,” sings Mario.

In no time, the two plumbers have left the desert far behind. They are at the top of a mossy blue hill overlooking the palace.

“Last one there’s the dumber plumber!” Luigi yells. He sprints toward the front door.

No four-star plumber could ever refuse a challenge like that. Mario takes off after him.

The two brothers are almost at the bottom of the hill, racing neck and neck, when their plungers accidentally hook together. Tumbling out of control, they both crash to the ground.

“I guess that was a bad idea, huh?” says Luigi, picking himself up.

“Let’s just get back to business,” says Mario.

Quickly and quietly, the plumbers march to the front gate of the marble Mushroom Palace, and down the long carpeted hall that leads to the throne room.

“Do you still have your party favor?” Luigi asks.

Mario reaches into his overalls pocket to find it. It's gone!

"I must have dropped it when we fell down that hill," he answers.

There's no time go back and look for it. Toad, the royal mushroom retainer, is waiting for them in the throne room, ready to lead the plumbers to the princess's shoe vault.

*****If the plumbers had a noisemaker or a balloon, it's gone.*****

Turn to page 96.



“Give it something, Mario,” Luigi urges.

“Nice crab. Ni-i-i-ice crab,” says Mario.

He drops the present into the monster’s huge, razor-sharp claws.

Silently, the giant Clawgrip shuffles slightly to the left, allowing the plumbers to pass.

“Too bad we had to give that up,” says Mario as they continue down the dark corridor.

“Well,” Luigi chuckles. “It certainly wasn’t a good time to be shellfish.”

*****If the plumbers gave away the noisemaker or the boots, that item is gone.*****

Turn to page 58.



Whoosh! Three birds go sailing past Mario's ear. Luckily, none of them makes contact.

"Look out, little brother!" he warns Luigi, as a huge Tweeter rockets toward him.

Luigi ducks. "Yikes!"

After a few miserable minutes of crawling, dodging, and dashing, Mario and Luigi are finally in the clear. The princess, however, has disappeared completely. The music seems to have stopped, too. Ragged circles in the sand lead off into the distance, but there is no sign of movement on the horizon.

"Hmmm," says Mario, scratching his chin and studying the trails in the sand. "These could be dribble marks."

"Yeah," Luigi answers, "or they might be giant turtle footprints. Remember the last time we tussled with those horrible Hammer Brothers? We lost one of our best bilge pumps."

Just then, Luigi's quick eyes detect some-

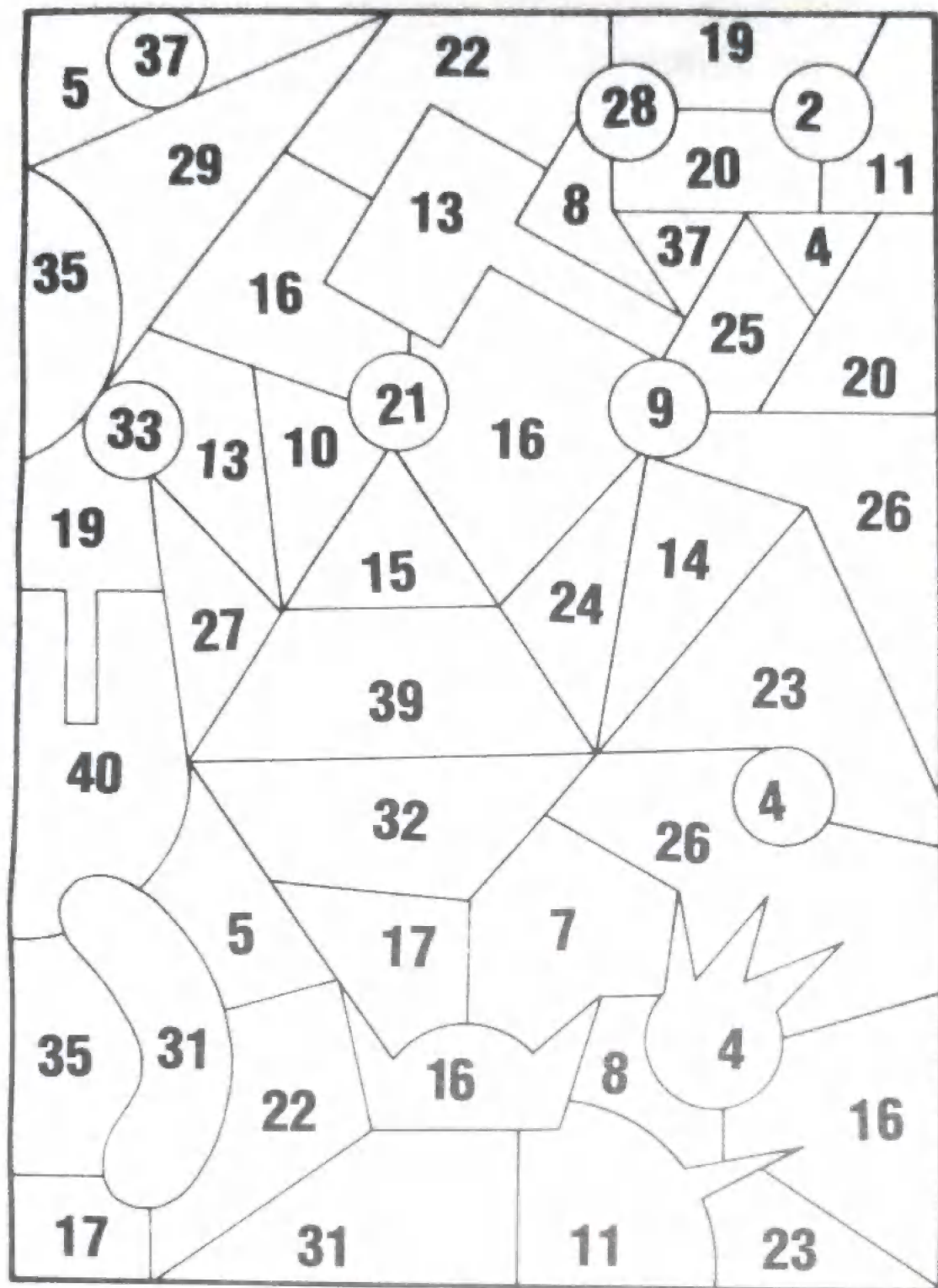
thing moving among a cluster of yellow rocks about fifty yards to the left.

“Shall we investigate, big brother?” he asks.

“I don’t know,” says Mario. “If we don’t find the princess soon, she might be out of bounds for good.”

Solve this puzzle for a clue about who or what is hiding among the rocks:

- Fill in all the shapes containing numbers divisible by three.



If you think the plumbers should follow the trail through the Koopahari Desert, turn to page 68.

If you think they should check out the group of rocks, turn to page 79.



“I’ve got just the thing,” Luigi says. Quickly he reaches into his pocket and takes out the green balloon he got at the birthday party, before all the trouble began. With a few long puffs, he inflates it.

“Here you go, Buster,” he says, handing the toy to the crab.

The giant Clawgrip reaches out with its razor-sharp pincers, snatches the balloon and fondles it greedily.

Pop! It bursts, of course.

The enormous crab hisses violently and begins to snap its claws menacingly at the plumbers.

“Uh, sorry. Maybe that wasn’t the best idea,” Luigi says timidly.

*****The balloon is gone.*****

Turn to page 12.



Mario lunges at the unsuspecting turtle, knocking him backward onto the keyboard of the massive pipe organ. Luigi jumps on top of them both.

Honk! Squeee! MOOOOOOOM! The organ lets out a stream of awful whining, blaring noises. The whole room shakes as the turtle and plumbers wrestle up and down the keys.

Turn to page 76.



Ludwig von Koopa watches his ballet, completely engrossed in the music. After a while Luigi taps his brother on the shoulder.

“Pssst,” he whispers. “I think it’s time to break out the shoes.”

As quietly as he can, Mario snaps open the small glass box and lets the boots fall to the floor.

**If the box contains cowboy boots,
turn to page 110.**

**If the box contains wading boots,
turn to page 101.**

**If the box contains army boots,
turn to page 8.**

Drip by Drip Scorecard

Circle each object as you collect it.



Keep track of your coins here:

Now, use this chart to find out your H.P.I. (Heroic Plumber Index) for this adventure. For every gold coin that Mario and Luigi collected during their adventure, score 10 points. Then check your rating on the chart.

Did you visit the desert? Did you find the Starman? Read the book again, until you reach the highest score possible.

